COME JOIN US!!

RECRUITMENT OPEN FOR ALL POSITIONS,
EXPERIENCE APPRECIATED BUT NOT REQUIRED.
JAP>ENG TRANSLATORS ESPECIALLY NEEDED.

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おおきく振りかぶって

Vol.6

ひぐちアサ

HIGUCHI ASA

アフタヌーンKC

アフタヌーン
KC408

おおきく振りかぶって ⑥

ひぐちアサ

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野球が、こんなに ドキドキはらはらする スポーツだったなんて!

全国高等学校野球選手権埼玉大会開幕。
西浦高校野球部初めての公式戦は
強豪・桐青相手に1点リードの大健闘!
全力を出し切る西浦ナイン、受けて立つ桐青の攻防に、
応援団、保護者も声を振り絞る。
感動と手に汗にぎるスリル、白熱のゲームは3回から!

CHARACTER PROFILE

(1)Name (2)Birthay (3)Blood type (4)Height and weight
(5)Defensive position (6)Throwing arm/batting arm
(7)School year/class (8)Family members

MASAYA MATSUNAGA

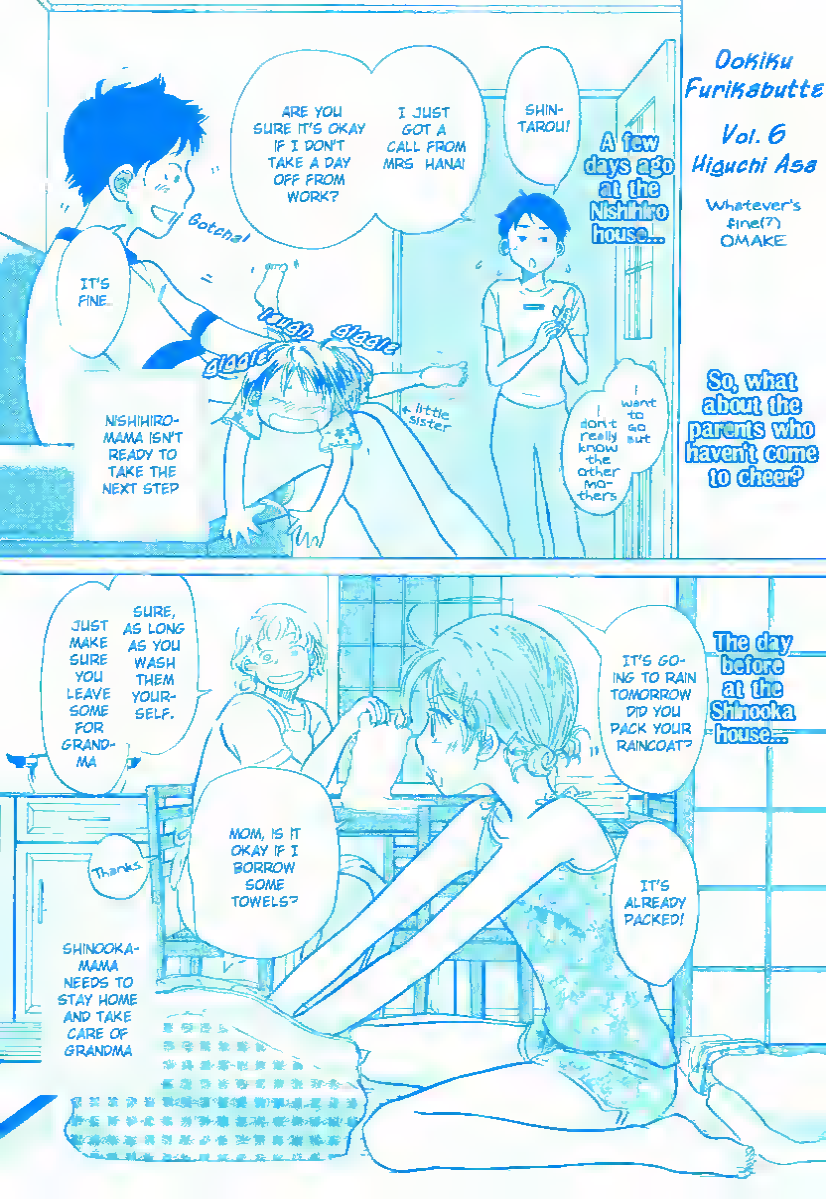
Matsunaga Masaya
①松永雅也
②August 21
③O
④168cm 63kg
⑤Outfielder
⑥R/R
⑦3rd year, class 2
⑧Grandfather, Grandmother, Father, Mother, Older brother

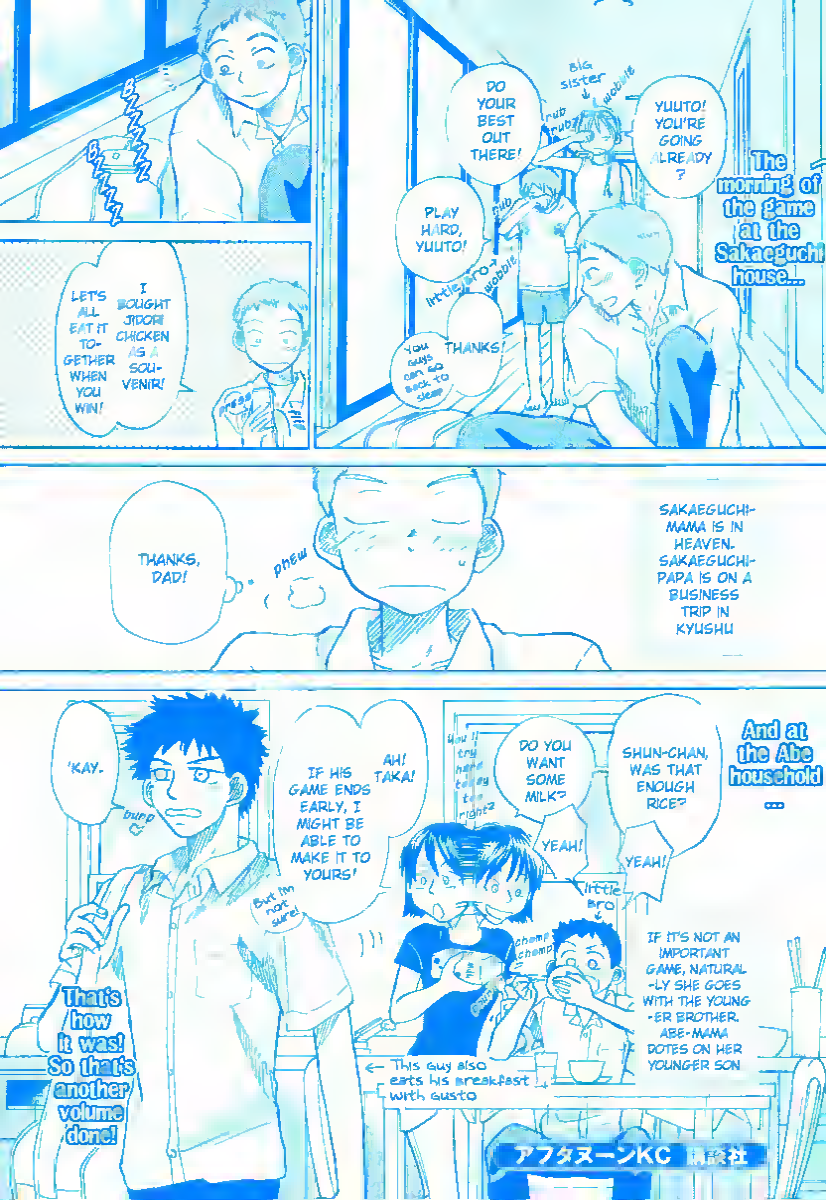
YUJI MOTOYAMA

Motoyama Yuuji
①本山裕史
②June 2
③A
④180cm 72kg
⑤First baseman
⑥L/L
⑦3rd year, class 4
⑧Father, Mother

KEISUKE YAMANOI

Yamanoi Keisuke
①山ノ井圭輔
②September 14
③O
④172cm 64kg
⑤Outfielder
⑥R/R
⑦3rd year, class 4
⑧Grandfather, Grandmother Father Mother older sister, younger sister


Ookiku Furikabutte
Vol. 6
Higuchi Asa
Whatever's fine(?) OMAKE
A few days ago at the Nishihiro house...
SHIN-TAROU!
ARE YOU SURE IT'S OKAY IF I DON'T TAKE A DAY OFF FROM WORK?
I JUST GOT A CALL FROM MRS. HANA!
Gotcha!
IT'S FINE.
giggle giggle
giggle giggle
little sister
NISHIHIRO-MAMA ISN'T READY TO TAKE THE NEXT STEP
I don't really know the other mothers
I want to go but
So, what about the parents who haven't come to cheer?
The day before at the Shinooka house...
IT'S GOING TO RAIN TOMORROW DID YOU PACK YOUR RAINCOAT?
IT'S ALREADY PACKED!
MOM, IS IT OKAY IF I BORROW SOME TOWELS?
SURE, AS LONG AS YOU WASH THEM YOURSELF.
JUST MAKE SURE YOU LEAVE SOME FOR GRANDMA
Thanks.
SHINOOKA-MAMA NEEDS TO STAY HOME AND TAKE CARE OF GRANDMA


The morning of the game at the Sakaeguchi house...
YUUTO! YOU'RE GOING ALREADY?
big sister
wobble
rub rub
DO YOUR BEST OUT THERE!
PLAY HARD, YUUTO!
pat pat
little bro
wobble
THANKS!
You guys can go back to sleep
I BOUGHT JIDORI CHICKEN AS A SOUVENIR!
LET'S ALL EAT IT TOGETHER WHEN YOU WIN!
SAKAEGUCHI-MAMA IS IN HEAVEN. SAKAEGUCHI-PAPA IS ON A BUSINESS TRIP IN KYUSHU
THANKS, DAD!
phew
And at the Abe household ...
SHUN-CHAN, WAS THAT ENOUGH RICE?
YEAH!
DO YOU WANT SOME MILK?
YEAH!
little bro
chomp chomp
IF IT'S NOT AN IMPORTANT GAME, NATURAL-LY SHE GOES WITH THE YOUNGER BROTHER. ABE-MAMA DOTES ON HER YOUNGER SON
← This guy also eats his breakfast with gusto
AH! TAKA!
IF HIS GAME ENDS EARLY, I MIGHT BE ABLE TO MAKE IT TO YOURS!
But I'm not sure!
'KAY.
burp
That's how it was! So that's another volume done!
アフタヌーンKC 講談社

CHARACTER PROFILE

(1)Name (2)Birthay (3)Blood type (4)Height and weight
(5)Defensive position (6)Throwing arm/batting arm
(7)School year/class (8)Family members

TOSHIHIKO MAEKAWA

Maekawa Toshihiko
①前川俊彦
②May 8
③B
④169cm 71kg
⑤Outfielder
⑥R/L
⑦3rd year, class 1
⑧Grandmother, Father
Mother, Older brother

TAKEHIKO AOKI

Aoki Takehiko
①青木毅彦
②July 30
③O
④178cm 67kg
⑤Shortstop
⑥R/L
⑦2nd year, class 8
⑧Grandmother, Father,
Mother, Older sister

JIN MASHIBA

Mashiba Jin
①真柴 迅
②September 19
③AB
④171cm 63kg
⑤Third baseman, sh[illegible]
⑥R/L
⑦1st year, class 6
⑧Grandmother, Grandfa[illegible]
Father, Mother
Older brother

Cover Design : ARTEN

おおきく振りかぶって Vol.6　　ひぐちアサ

Contents

p 003 Chapter 13 - One more point!
p 233 Omake

EVEN THOUGH IT'S RAINING, THERE ARE STILL PEOPLE ON THE STANDS.
WOW!
puff
THAT'S HIGH SCHOOL BASE-BALL FOR YOU!
glance
sfx YEAH!!
OVER THERE IS "TO... SE!"
SO THAT MEANS...
TOSEI

gasp
step
gasp
gasp
gasp
AUNTIE --!!
A-
RURI-CHAN?!

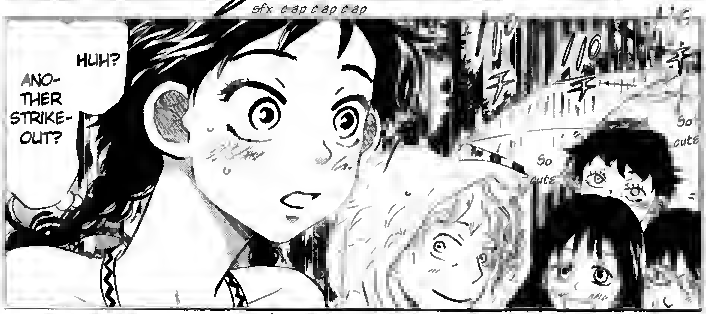
OH,
SORRY I'M LATE!
ARE YOU OKAY?
YOU DIDN'T GET LOST?
NOPE!
HAS RENREN BEEN PITCHING THE WHOLE TIME?

clap
clap
clap
EH?
"ANO-THER"?
OH, RURI-CHAN, YOU'RE SOAKED!
pat
pat
YES, THE WHOLE TIME!
clap
clap
clap
clap
?
AH, ANOTHER STRIKE-OUT!

sfx: flap
AH! IT'S FINE!
I'VE GOT A TOWEL HERE, SO...
shock
rustle
rustle

SEE?!
I WAS JUST USING THIS AS A COVER!
I'M GOING TO GET WET, ANYWAY
Arm: Nishiura SFX: bam
LOOK AT THIS!
Arm: Win! SFX: ta-da
SFX: rustle
THIS IS REN'S COU-SIN.
SHE CAME ALL THE WAY FROM GUNMA TO CHEER HIM ON!
NO!
Cousin
Cousin
THANK YOU, RURI-CHAN!
I'll take my pants off too
AHA HA!
Girlfriend?
Girlfriend?

STRIKE!
SFX: clap clap clap


HUH?
ANO-THER STRIKE-OUT?
So cute
So cute
SFX: clap clap clap

I WAS IN A CLUB, TOO...
I... DIDN'T GO MUCH.
RURI-CHAN, DID YOU GO TO CHEER AT THE JUNIOR HIGH GAMES TOO?

ARE YOU SURE IT'S OKAY THAT YOU DIDN'T GO?
MIHO-SHI WILL PROB-ABLY WIN TODAY ...
YEAH. I'LL GO TO THE NEXT ONE.
WHAT ABOUT TODAY?
SO ALL MY SENPAI WENT TO THAT INSTEAD.
MIHOSHI'S BASEBALL TEAM ALSO HAS A GAME TODAY,

IF HE WAS DO-ING THIS WELL, I REALLY SHOULD HAVE GONE!
RIGHT.
SO AUNTIE, YOU DIDN'T GO TO ANY OF THE JUNIOR HIGH GAMES?
BUT RENREN ALWAYS LOSES RIGHT AWAY ...

IS THAT RIGHT?!
OH,
aha ha ha
HE WASN'T DOING WELL AT ALL IN JUNIOR HIGH.
BUT ..

EVEN IF HE REALLY WASN'T DOING WELL, I BET SHE STILL WANTED TO GO CHEER HIM ON...
BUT RENREN DIDN'T TELL AUNTIE ANY OF HIS GAME DAYS..
BUT YESTERDAY ....
Grr! Renren makes me mad sometimes.
THEN HE TOLD ME I COULDN'T COME EITHER...
WHAT TIME DOES YOUR GAME START TOMORROW?
EH... I DON'T KNOW...

DON'T CALL ME RENREN
...
OH, RIGHT. FINE.
WHAT TIME ARE YOU GUYS MEETING, RENREN?
...
HUH?
WHAT?

7 AM ...
SO THE GAME PROBABLY STARTS AT AROUND 9.
So early...
I'M GOING AT...
7 AM...

HM?
HE'S NOT SAYING NOT TO COME?
YOU'RE COMING?
ISN'T IT FAR?

IT--
IT MIGHT BE OVER TOMORROW
BUT AREN'T YOUR OPPONENTS TOMORROW REALLY TOUGH?
?!
sfx: twitch
IT WON'T BE OVER!
sfx: clap clap clap clap
I WAS REALLY SURPRISED!
RENREN BEING CONFI-DENT ...
IT WON'T!!

HE'S BECOME GOOD AT BASE-BALL?!
HE WAS BEING STRONG-WILLED, AND NOW
YES-TER-DAY,
ANO-THER STRIKE-OUT?
Ah

sfx: clap clap clap clap
STRIKE-
OUTS!
SEVEN
Nishiura

SEVEN!
THREE, ONE,
FIVE, SIX, FOUR, TWO,
boing
Eep
jump
NICE PITCH-ING!
EEP!
GOOD JOB, MIHA-SHI!
HEE HEE.
Nishiura
sfx smack!
sfx pat
OH, ENOUGH ALREADY.
THA.
THANK--
TH-
THA-
THOSE GUYS ALL STRUCK OUT ON PURPOSE.
I WON'T TELL MIHASHI, BUT
THOSE THREE GUYS JUST NOW WERE OBVIOUSLY "WATCHING" THE BALL.
NICE PITCH, MIHASHI!
Eep!
tap
Nishiura

ALL THREE OF THEM GAVE A LONG REPORT TO THE COACH.
THE 4TH INNING WILL START AT THE TOP OF THEIR ROTATION, SO THEY'RE PROBABLY THINKING THAT THE REAL FIGHT WILL START THERE.
ABE-KUN, WERE YOU AIMING FOR THOSE STRIKE-OUTS?
JUMP
I WASN'T AIMING FOR THEM.
WELL, THAT'S GOOD, BUT...
SNUFF'S
I...
...OH.
WAVE
WAVE
IT SEEMS THAT THOSE THREE JUST NOW WERE WATCHING THE BALL.
SO THE COACH THOUGHT THAT TOO.
HOW IS MIHASHI-KUN DOING?

TOO WELL, HM.
I ALSO THOUGHT THAT MI-HASHI-KUN WAS OVER-EXERTING HIMSELF.
HE'S DOING
TOO WELL.
I'M AFRAID THAT TRYING TO CHANGE IT WILL JUST MAKE HIM BREAK DOWN.
BY NATURE, PEOPLE CAN'T JUST SAVE THEIR STRENGTH SO EASILY.
HOW-EVER,
SFX (CHEER) GO GET 'EM HAHAI!
HUH?
...ONE POINT.

BY YOUR DISCRETION, IT'S OKAY FOR YOU TO GIVE THEM ONE POINT.
CAN YOU DO IT?
...ONE POINT.
SO MAKE GOOD LEADS FROM THERE!
...
YES!
STRIKE!
sfx: fwsh!
sfx: thud!

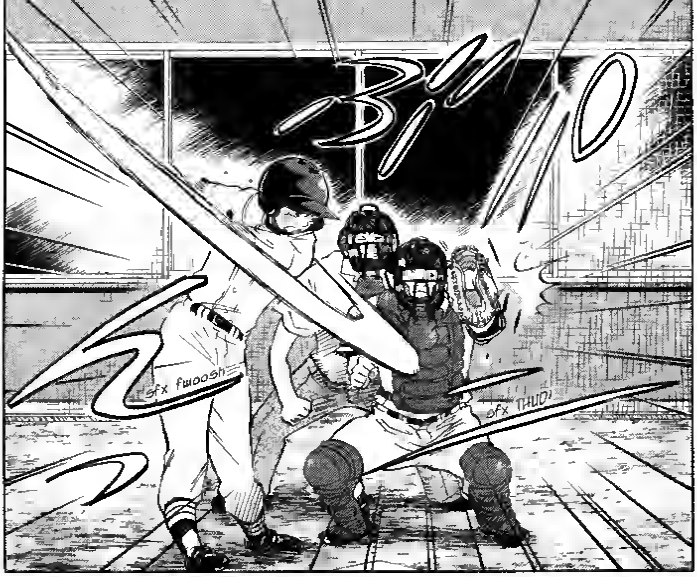
IF IT'S NOT A LOLLIPOP*, DON'T GO FOR IT!
sfx: pa rappapa (music)
OKAY!
IF YOU LET THE COUNT RISE, IT GETS EVEN HARDER!
clap
clap
clap
AAH, IT WAS USELESS ...
IT WENT FASTBALL, SLIDER, FASTBALL, FORKBALL.
DON'T WORRY ABOUT IT.
GOT IT!

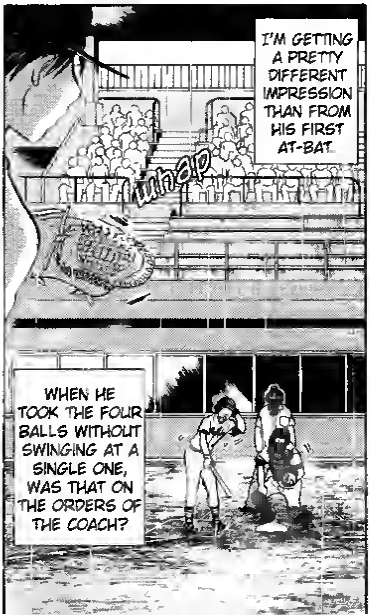
* Lollipop: A soft straight pitch with a lot of arc

IT SEEMS LIKE THE EASIEST TO HIT.
I'LL TAKE THE FAST-BALL!
IF YOU LOOK AT THE DATA,
pa
THERE AREN'T MANY TIMES WHEN HE DOESN'T USE A FASTBALL IN THE FIRST AT-BAT.
stuff
stuff

Snuff
Kimura
SFX along
I...
Strike...
I HIT IT!
SO EVEN #6 IS MAKING CONTACT?
Nice Cut.
THANK YOU.
#6'S FIRST AT-BAT WAS A WALK, SO I WASN'T REALLY SURE, BUT...

WHAT ABOUT THE OUTSIDE?
WE'LL LET HIM LOOK AT A FAST ONE.
whap
fwsh
MAYBE WE CAN'T JUST GO WITH ALL FASTBALLS?
ANOTHER FASTBALL!
grip
SWSH


3rd
SFX fwoosh
SFX THUD!

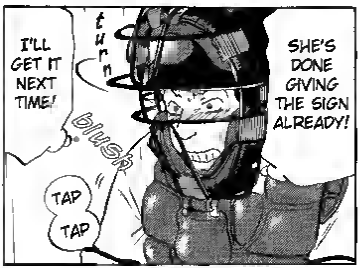

I'M GETTING A PRETTY DIFFERENT IMPRESSION THAN FROM HIS FIRST AT-BAT.
uhhaip
WHEN HE TOOK THE FOUR BALLS WITHOUT SWINGING AT A SINGLE ONE, WAS THAT ON THE ORDERS OF THE COACH?

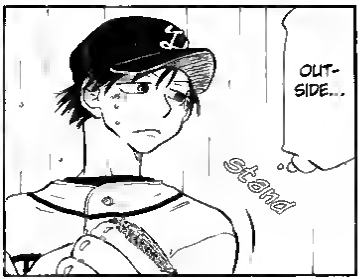
OH, I GET IT
IF HE WHIFFS WITH THAT TIMING, IT MEANS HE'S LOOKING OUT FOR THE FAST-BALL.
flick
EVEN SO...

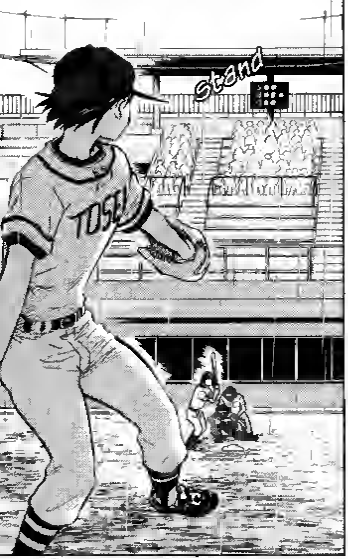
IF THAT'S TRUE, THAT MEANS SHE'S COMMANDING QUITE A BIT OF WHAT'S GOING ON.
glance
IF THEY HAD OLDER PLAYERS, THEN THEY WOULD WATCH OVER THE YOUNGER KIDS, BUT THERE ARE ONLY FIRST YEARS AND ONE COACH...
sfx: bam!
Nishi
stare
SOMEHOW, I FEEL THAT I SHOULDN'T BE LOOKING...
UH...
sfx: smack!
IT'S MY JOB TO LOOK AT THEIR COACH!
WHAT AM I THINK-ING?!

sfx: BAM!
Nishiura

thud
BALL!


I'LL GET IT NEXT TIME!
hmm
brush
TAP TAP
SHE'S DONE GIVING THE SIGN ALREADY!


OUT-SIDE...
stand


stand
TOSEI

pat
pat
HM ...
WE LET HIM GET UP TO TWO AND ONE.

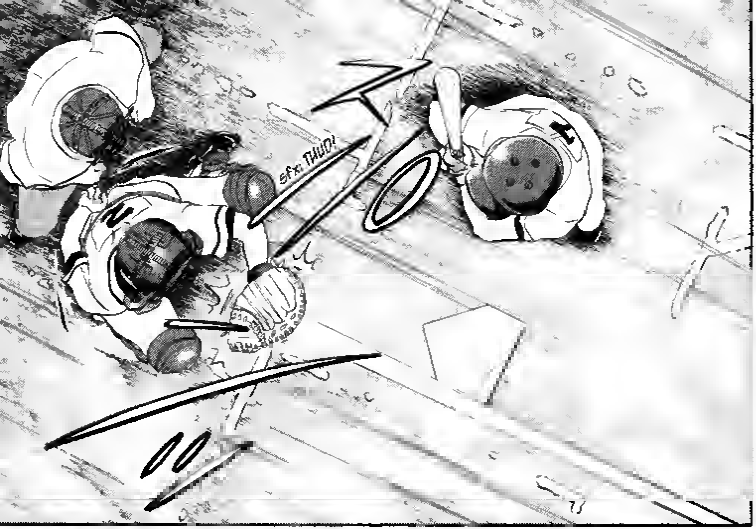
THE DECID-ING PITCH!
SHSSSS
HERE IT COMES !!

Su
sh
TOSEI

sfx swoosh!
sfx thud!
3
IT FELL!
wobble
I CAN'T GET IT...
IT'S REALLY DIFFICULT ONCE WE GET BEHIND IN THE COUNT.
BATTING SEVENTH, LEFT FIELD, MIZUTANI-KUN
pat
pat
pat
Nishiura
THE BOTTOM OF OUR LINEUP ONLY HAS A CHANCE AT A COUPLE OF PITCHES.

WAIT FOR THE SLIDER.
grip
LIKE THE ONE I GOT A HOLD OF LAST TIME.
pause
SWEEEE
step
swing
hoosh

SWUNG AND MISSED
pat
pat
TRY TO WAIT FOR THE SLIDER ONE MORE TIME.
HIT IT LIKE YOU DID BE-FORE!
sfx stuff
IT'S OUT...
sfx whir


SFX: THUD!

BASED ON OUR DATA, CALM DOWN WHEN THEY'RE AT 2-AND-0, KAWAI-KUN USUALLY ASKS FOR A BALL.
pat
pat

IT DIDN'T CURVE.
flap
STRIKE!
I CAN'T TELL THE DIFFERENCE BETWEEN THE FASTBALL AND SLIDER!

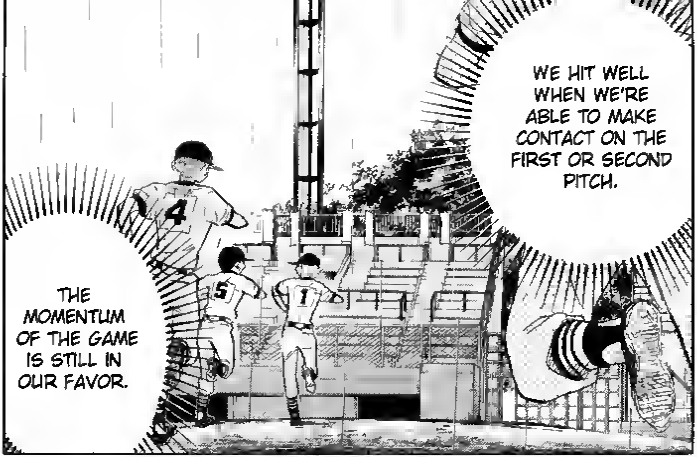
RO-GER!

pat
THE ONLY PROBLEM IS THAT WE'RE AT 2-AND-1 AGAIN
BALL!
thud
IF I CAN JUST FIND A WAY TO CONNECT...
gulp
I WONDER IF HE'S GOING TO THROW THE FORK AT ME, TOO.
SFX: FWISH!

SFX: SWISH
SFX: THUD!

WE HAD TO SPEND ALL OUR TIME PRACTICING ON FASTBALLS AND SLIDERS.
IT CAN'T BE HELPED IF THEY CAN'T HIT THE BREAKING BALLS!

RIGHT, LET'S GO!
Okay!
I GUESS THERE'S NOT MUCH WE CAN DO ABOUT THE BOTTOM OF OUR LINEUP BEING TOTALLY HELD DOWN.
Click


WE HIT WELL WHEN WE'RE ABLE TO MAKE CONTACT ON THE FIRST OR SECOND PITCH.
THE MOMENTUM OF THE GAME IS STILL IN OUR FAVOR.

WE CAN'T DEPEND ON THAT LUCKY STOLEN RUN.

YOU'RE ALL....
TOSE!
WE HAVE TO TAKE ADVANTAGE OF THE NEXT OPPORTUNITY NO MATTER WHAT!

...TRYING TOO HARD FOR A BIG HIT!!
ARE YOU TRYING TO LOOK COOL?!
HOW COOL DOES BATTING O LOOK,
YOU PANSIES!
REMEMBER WHO WE ARE!
SFX clench
OSE
OSE
OSE

JUST RETURN IT TO THE PITCHER.
Shff
THIS TIME UP, ONLY HIT GROUND-ERS.
STICK TO THE FUNDA-MENTALS!
SINCE YOU GUYS SUCK THAT BADLY,
YES, SIR!
NOW THEN!
YOU'RE NOT BE-GINNERS, SO
QUIT SWINGING AT BAD PITCHES!!
caption Yes, sir!
はい!!
はい!!

DO YOU UNDER-STAND, YOU BUNCH OF PANSIES?
OUR OPPO-NENTS ARE FIRST YEAR STUDENTS.
STOP SWINGING AT THE BALLS AND THEY'LL SELF-DESTRUCT ON THEIR OWN.

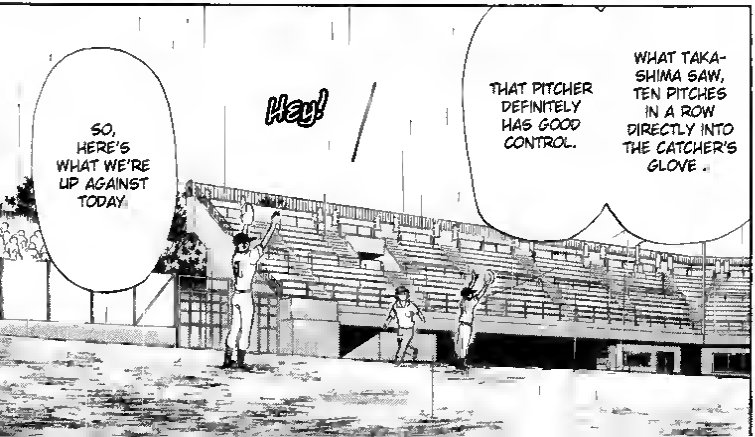
Caption: Yes, sir!

THAT'S HOW BASEBALL WORKS.
WELL, YEAH.
WHAT WAS IT?
TOSEI
I MEAN THE BALL WENT IN WITHOUT THE CATCHER MOVING HIS ARM.
UM, NO.
THE PITCHES WENT DIRECTLY INTO THE CATCHER'S MITT.
NO MATTER WHAT KIND OF PITCH WAS THROWN, THE CATCHER DIDN'T HAVE TO MOVE.
ARE YOU SAYING THE PITCHER HAS EXCELLENT CONTROL?
TOSEI
TOSEI
OF THEM.
... ALL...
IN 10 PITCHES, NOT ONCE.
TOSEI

COACH!
IT'S NOT ABOUT THE PITCHER, IS THAT OKAY?
WHAT?!
Caption: WHAT?!
THEY CAN READ MY PICKOFF MOVE.
OH, ME TOO
FOR EACH PITCH, THE COACH WAS GIVING SIGNS.
WHEN THEY WERE ON OFFENSE,
GO AHEAD.
TOSEI
IT'S POSSIBLE THEY'VE RESEARCHED MY PATTERN AND ARE PREDICTING THE NEXT PITCH
.....

I DON'T THINK I HAVE A HABIT THEY CAN PICK UP FROM JUST WATCHING DURING THE GAME.
I THINK THEY DID SOME RESEARCH ON ME BEFOREHAND AS WELL.
IF EVERY-THING THEY'RE SAYING IS TRUE
IF NISHI-URA REALLY CAME TO THIS GAME WITH ADVANCE KNOWLEDGE OF KAZUKI'S PATTERN AND JUNTA'S MOTION,
TOSEI
THEN SURELY THEY'VE ALSO GOT DATA ON OUR HITTING
THAT MUST BE HOW A BUNCH OF FIRST-YEARS HAVE BEEN GETTING US TO SWING EVEN WHEN IT'S OUTSIDE THE STRIKE ZONE.

JUNTA,
DON'T WORRY ABOUT THE PICKOFF.
Bring it back in!
.....
All right!
IT'S NOT YOUR FAULT THEY CAN READ YOUR MOVE.
JUST WORRY ABOUT PITCHING, THAT'S YOUR RESPONSIBILITY.
YES, SIR!


Hey!
SO, HERE'S WHAT WE'RE UP AGAINST TODAY.
THAT PITCHER DEFINITELY HAS GOOD CONTROL.
WHAT TAKASHIMA SAW, TEN PITCHES IN A ROW DIRECTLY INTO THE CATCHER'S GLOVE.

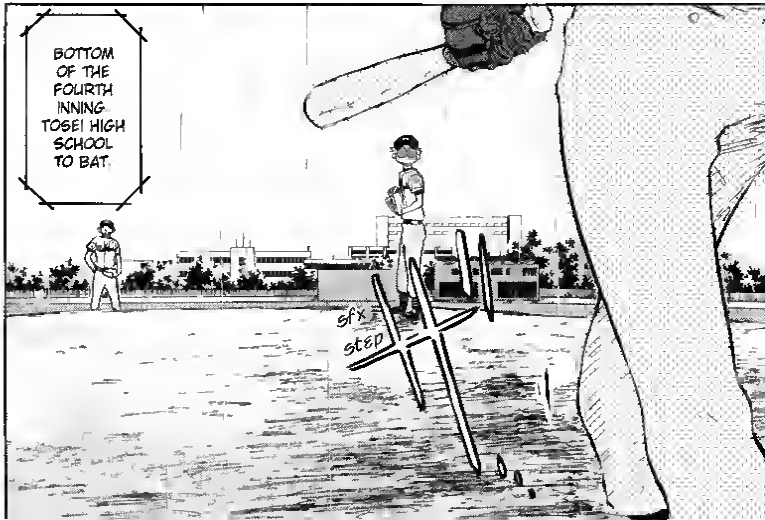
SO, NOW...
YOU HAVE THAT IMAGE IN YOUR MIND?
SLOW PITCH -ES WITH LOTS OF VARIETY,
SQUEEZE
SQUEEZE
AND A PITCHER WITH EXCELLENT CONTROL HE'S GOOD.
Ception Yes, sir!
RIGHT!
HE'S ONLY THROWING OFF-SPEED PITCHES,
SO WHEN YOU'RE UP, MOVE IN A LITTLE IN THE BOX.
TOSEI

EVEN THOUGH IT LOOKS LIKE AN OFF-SPEED PITCH, YOU'LL BE ABLE TO CONNECT IF YOU GET IN FRONT OF IT BEFORE IT DROPS.
YOU GUYS SHOULD BE ABLE TO REACT QUICKLY ENOUGH TO HIS FASTBALL EVEN IF YOU'RE IN THE VERY FRONT OF THE BOX.

HIT GROUNDERS!
WE'LL SEE HOW INTERESTING THE INFIELD CAN GET!
sfx: grin

sfx: grin

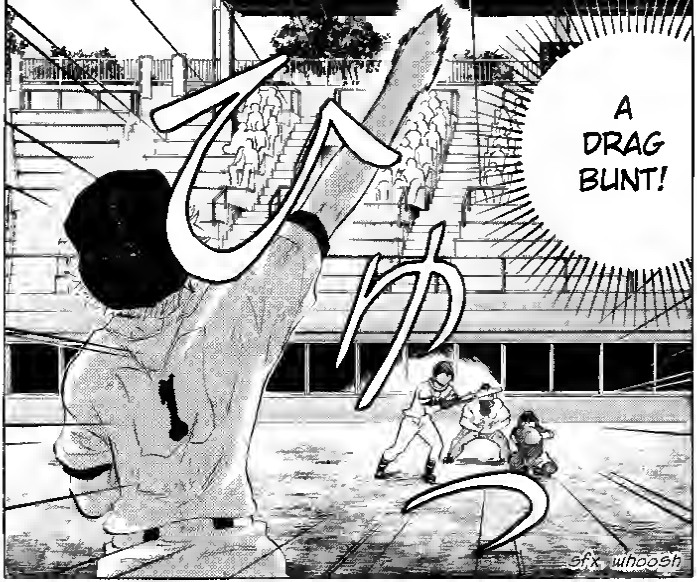
Caption: Yes, sir!
NOW, LET'S GET OUT THERE AND STIR SOMETHING UP!
TOSEI


BOTTOM OF THE FOURTH INNING. TOSEI HIGH SCHOOL TO BAT.
sfx
STEP

ROUND TWO, HUH?
READY!
THIRD BASEMAN, MASHIBA-KUN.
THIS TOURNAMENT IS MASHIBA'S FIRST TIME BATTING LEADOFF.

IF HE'S LIKE AOKI AND THE TYPE THAT SWINGS AT JUST ABOUT ANYTHING, WE CAN DEAL WITH HIM
tap
tap
FIRST, A SHOOTBALL DOWN THE MIDDLE!
A GUY WHO UNDERSTANDS THE ROLE OF THE LEADOFF MAN WOULDN'T HAVE GONE SWINGING AT THE VERY FIRST BALL...

TODAY, I CAN THROW ANYTHING AND AS MANY TIMES
AS NEC-ESSARY!
fwsh..
MORE TO THE FRONT!
slide
!


A DRAG BUNT!
sfx whoosh

sfx clink

sfx: whoosh
HURRY UP!
sfx: dash
THERE!
sfx: swish

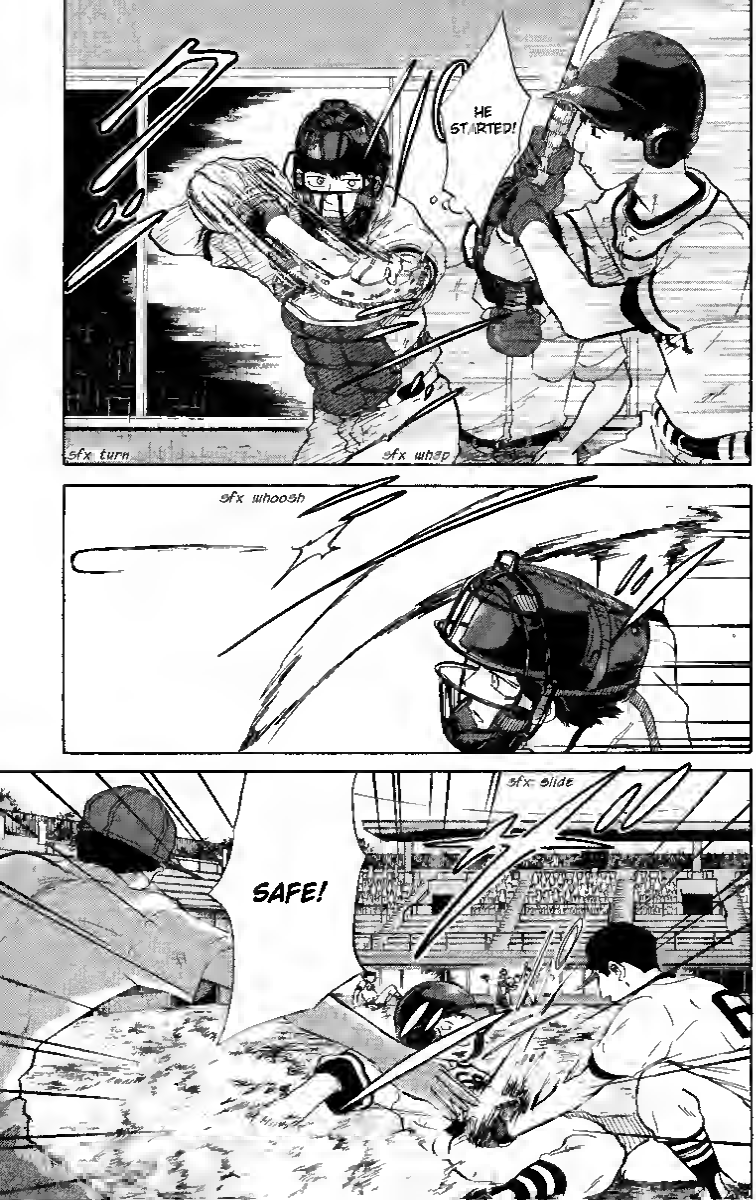
SAFE!
whap
sfx So fast!
WE WERE SUPPOSED TO BE RUNNING
WHEN WE WERE HELPING OUT WITH PRACTICE, PRETENDING TO BE RUNNERS
AS FAST AS THE FASTEST PLAYERS IN TOSEI.
AND YET, IN COMPARISON TO THAT, THIS GUY ...

da da da daa da da daa
MASHIBA-KUN DEFINITELY KNOWS HOW TO RUN TO FIRST AFTER A BUNT!
pull
HE'S FAST!
HIS TIME IN A SHORT DIS-TANCE DASH MUST BE GOOD, TOO
BUT MORE IMPOR-TANTLY,

NOW IT'S GONNA START
click
I SEE NOW.
HE WAS APPOINTED LEADOFF BECAUSE HE'S THAT FAST, HUH?
No outs!
I DON'T LIKE THIS.
THE ONLY DATA WE HAD ON MASHIBA WAS BASED ON ONE PINCH HIT AT-BAT, SO

shff
fwsh
twirl
SAFE!
whap
step
sfx nice one nice one!
THAT'S RIGHT!
MIHASHI-KUN'S PICKOFF MOVE MAY NOT BE GOOD ENOUGH TO THROW THE RUNNER OUT,
BUT PESKY ATTEMPTS ARE EQUALLY ANNOYING!

HIGH
AND
shff
WE'VE GOT TO KEEP HIM CLOSE.
tap tap
fwsh
OUTSIDE
sfx whoosh
GO!

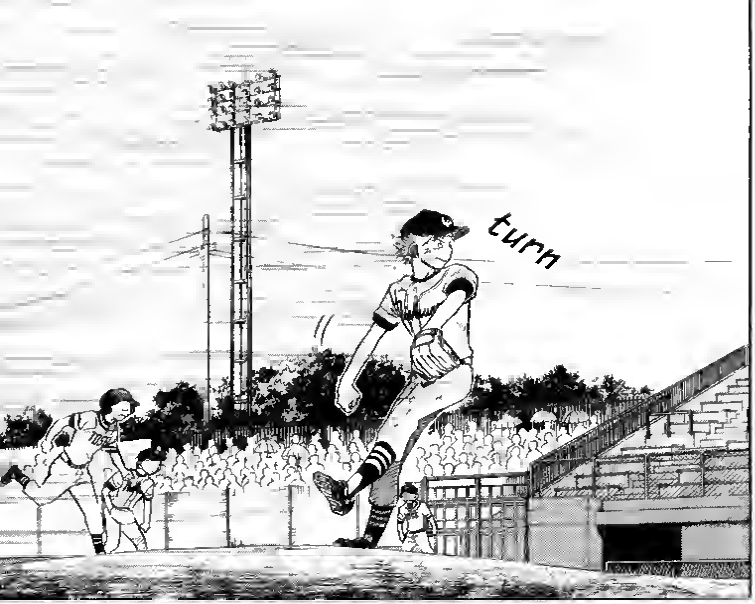

HE STARTED!
sfx turn
sfx whap
sfx whoosh
sfx slide
SAFE!

SFX: clap clap clap

SFX: nice run!

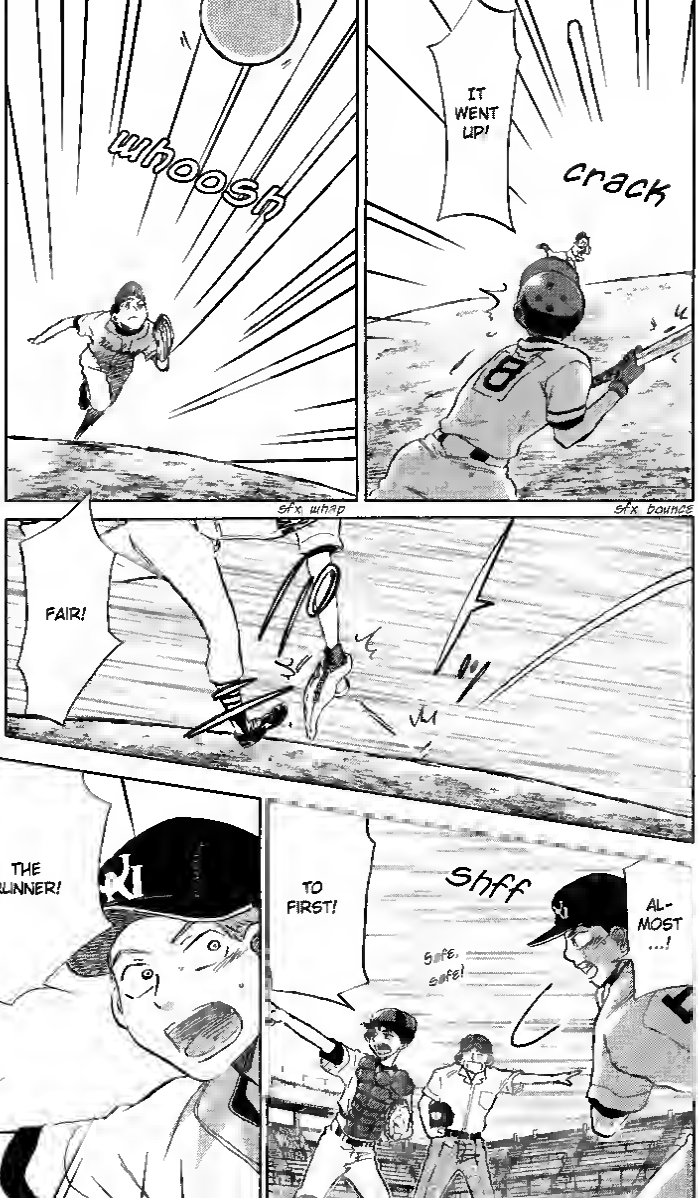
ALL RIGHT.
Whoa
THAT'S WHAT I MEANT BY GIVING UP ONE POINT
THAT'S A RATHER CHEEKY WAY OF GIVING OUT INSTRUCTIONS.
O-1... UNDER THESE CIRCUMSTANCES, HE'S GOING TO SWING AT THE NEXT ONE!
THERE'S NO REASON TO WAIT!
S B O
ANYTHING COULD HAPPEN
IF THE ROTATION REACHED CLEANUP WITH NO OUTS AND RUNNERS ON FIRST AND THIRD,
S B O
THERE'LL BE ONE AWAY, NO RUNNERS. IT WILL BE DIFFICULT FOR THEM TO ADVANCE FROM THERE!
IF WE LET THEM TAKE ONE RUN,

da da daa da da daa
"FAST-BALL"
TO THE OUT-SIDE.
THIS WAY, WE COULD PUT THEM BOTH OUT.
A SHALLOW OUTFIELD FLY WOULD BE THE BEST.
BE A GOOD BOY AND GO AT MIHASHI'S "FASTBALL" FROM BELOW!
turn
sfx glance
!

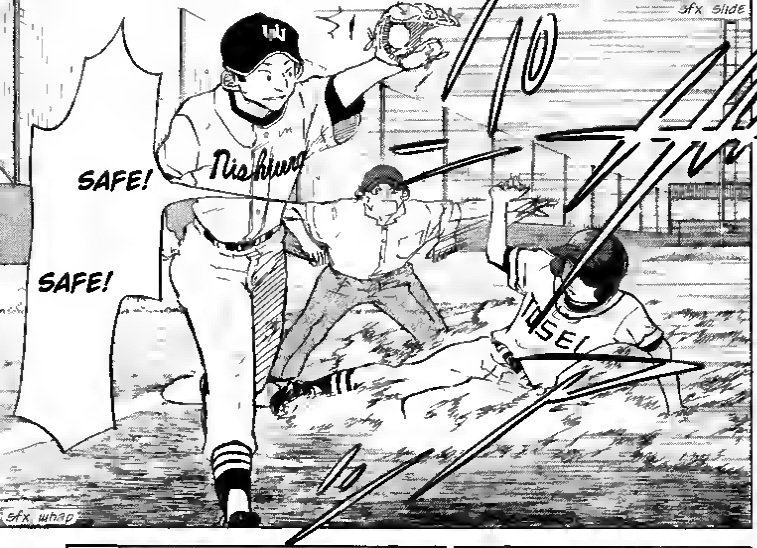

turn

fushh
slide

SFX: Swoosh


whoosh
IT WENT UP!
crack
sfx. whap
sfx. bounce
FAIR!
THE RUNNER!
TO FIRST!
shff
safe, safe!
AL-MOST ...!

sfx whoosh
sfx whap
OUT!
sfx whoosh
sfx grab


SFX: Slide
SAFE!
SAFE!
SFX: whap

WHAT ARE THEY GOING TO DO?!
ONE OUT, RUNNER ON THIRD

ONE OUT! ONE OUT!
THEIR OFFENSE RIGHT NOW IS COMPLETELY DIFFERENT THAN IN THE FIRST TWO INNINGS.

SQUEEZE PLAY.
SAC FLY.
HIT-AND-RUN.

BATTING THIRD, SECOND BASEMAN, SHIMAZAKI-KUN
JERSEY #4
sfx grip

ALL RIGHT. IT'S OUR TURN TO STRIKE!

pa ra pa pa ra pa ra ra
GIVEN THE CIRCUM-STANCES, THEY'RE NOT GOING TO PAY ATTEN-TION TO THE BATTING ORDER.
TOSEI IS A TEAM THAT DOESN'T HESITATE TO USE SQUEEZE PLAYS.
IN ORDER TO MAKE SURE WE PUT THE BATTER OUT...
tap
tap
SUTTEGO.
ra ta ta ta ta ta ta ta
WE CAN AFFORD TO GIVE THEM ONE POINT.
WASN'T
THAT SIGN
FOR ME.
▲ SIGN FOR THE FIELDERS.
AH.

pa
na
pa
pa
pa
H-
HERE!
MINE
ARE
SHINGO!
Nishima
チーム
tap
tap

SWITCH GO!
THERE'S A RUNNER ON
pa ra pa pa pa ra
!
THIRD!
pa ra pa pa pa ra
RUNNER ON THIRD ...
pa ra pa pa pa ra
pause
ONE OUT,
AH!
twitch
gulp

step
WHAT THE--?!
pa
ra
pa
pa
ra
ra
turn
thud!
FIRST, A CURVEBALL HIGH AND OUTSIDE
BALL!

THE OUTFIELDERS HAVE ALL MOVED EXTREMELY FAR TO THE BACK.
ASSUMING THAT HE AIMED FOR THIS PLACEMENT...
Go get 'em!
Let's get a hit!
SHINGO!!
IF I LIFT IT THAT DEEP INTO THE OUTFIELD, JIN WILL DEFINITELY SCORE THE RUN.
THEY WANT ME TO FLY TO RIGHT, HUH?

nod
ARE YOU REALLY OKAY WITH THAT?
grip

sfx: BWOOSH
lift
BALL!
sfx THUD!
ONE BALL AFTER ANOTHER!
WASN'T HE SUPPOSED TO HAVE GOOD CONTROL?

IN THE FIRST INNING, SHIMAZAKI FOULED THE CURVEBALL.
IT'S 0-2 HE MUST BE THINKING THE NEXT ONE WILL GO IN.
fwish
THAT ONE WAS A BALL. THIS TIME, YOU'RE GETTING A STRIKE
COME ON, HIT IT!
grip
nod
THE... CURVE-BALL.
AGAIN...
flinch
TOSS
RUNNER ON THIRD.
stare
pause
pa pa na na pa pa

lift
turn
ANOTHER ONE OUT-SIDE
Squeeze
A CURVE-BALL...
Swoo
oosh!

TO THE LEFT!
sfx: CLANG!
sfx: WHAM!
sfx: sthff
sfx: dash

whap
sfx: jump
slide
roll
HE CAUGHT IT!
ping!
PL
H
E
FC
DON'T THROW! IT'S USE-LESS!

どん
どん
どん

JIN IS ON THIRD,
Yeah!
YET COACH'S ORDER WAS TO GROUND LEFT.
IN OTHER WORDS,
IT WAS FOR ME TO KEEP MY WICKET UP INSTEAD OF TAKING THE RUN, HUH?
boom
clap
boom
clap
THE RUNNER DIDN'T MOVE AN INCH FROM THE BASE.
THE GROUNDER MIGHT HAVE BEEN AN ORDER.
WE DIDN'T WANT TO LEAVE ANY RUNNERS EVEN IF IT MEANT GIVING UP A POINT,
pa ta ta ra ta ta ta ta
BUT EVERYTHING MIGHT HAVE JUST GONE ACCORDING TO TOSEI'S EXPECTATIONS.
THEY'RE LOSING. IT WOULD'VE BEEN BETTER FOR THEM TO TAKE A RUN.
pa ra pa pa ra pa ra
I DON'T LIKE THIS CALM APPROACH!

THANKS!
fwish
NICE SAVE!
N-
NICE...
flap
IT'S SOME-HOW E...
THAT WAS A SURPRISINGLY SIMPLE CATCH.
da
na
BATTING 4TH, SHORT-STOP, AOKI-KUN
READY!
EASY...?
TAJIMA CAN'T MOVE AWAY FROM THE BASE, SO I WAS COVERING THE AREA, BUT STILL...

JERSEY #14.
boom
boom
boom
Nishiura
ONE OUT, RUNNERS ON FIRST AND THIRD.
IT CAN HARDLY GET ANY WORSE.
WHEN TOSEI HAVE RUNNERS ON FIRST AND THIRD, THEY START BY ADVANCING THE RUNNER FROM FIRST TO SECOND
tap
tap
ra
ra
ra
BEFORE HE STEALS THE BASE, WE'LL TAKE AN OUT!
nod
THE STRIKE SIGN CAME FIRST.
ta
ta
ta
ta
ta
ta
THIS PITCH
pause
IS IMPORTANT FOR THE COUNT ...
1
DON'T THINK WE'RE JUST THROWING IT AROUND.
grip
LET'S START WITH THE BALL AOKI TOOK LAST TIME.

AH.
RUNNER ON THIRD.
AGAIN?!
flinch
stare
LEAD.
LEAD.
lift

GO!
sfx dash
sfx whap
sfx thud
THE CATCHER WON'T THROW THE BALL TO SECOND WHEN THERE'S A RUNNER ON THIRD, HUH? AS EXPECTED.
Get a hit on 'em!
Ta-ke-hi-ko-!
Go get 'em!
Slide
SQUEEZE

ONE OUT! THIRD AND FIRST, WATCH OUT FOR THE SQUEEZE PLAY!
IT'S EASIER TO DEFEND WITH RUNNERS ON THIRD AND SECOND!
BUT AT THE SAME TIME,
THERE'S A DANGER OF TOSEI SCORING TWO RUNS WITH ONE HIT
INSTEAD OF "GIVING THEM ONE POINT,"
WE NOW HAVE TO "HOLD THEM DOWN AT ONE"
sfx: papara
sfx: papara
AOKI CAN HIT A HOMER
TRYING TO SET HIM DOWN MIGHT COST US THREE RUNS IF WE SCREW UP ON ANYTHING

AN INSIDE
PITCH...
Sniff

LET'S HAVE HIM FOUL THE FIRST ONE
tap
tap
AND BEND THE BALL COUNT TO OUR ADVANTAGE.

turn
stare

twitch
TOSEI
Staggare

IT'S CREEPY!
WHAT THE HECK?!
turn

sfx: shift
sfx: step
SQUEEZE PLAY!

clang
AGH!
FRONT!
SFX: thud
DAMN, IT WENT TO THE MIDDLE!
EH?!
ALL RIGHT, RIGHT IN FRONT OF THE PITCHER
THE BALL'S NOT ROLLING!
roll slowly

EVEN IF I DID THAT, I COULDN'T MAKE IT TO THIRD IN TIME
TAJIMA WON'T MAKE IT IN TIME
sfx: dash
IF WE SEND IT TO FIRST, EVEN THE RUNNER ON SECOND WILL MAKE IT HOME!
SHOULD I LEAVE HOME PLATE EMPTY AND GO FOR IT MYSELF?!
sfx: bam
GOT IT!!

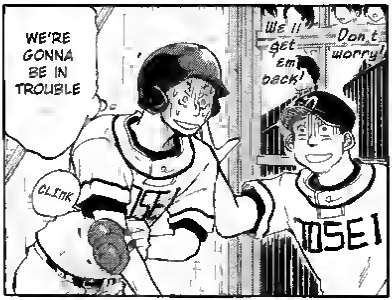
GRAB IT WITH YOUR RIGHT HAND!
MIHASHI!!
WE CAN GET HIM OUT AT HOME!!
grab
ばしっ!

AH!
sfx: toss
sfx: whap
OOF!
sfx: slide
sfx: bam

OUT —!!
OUT!
YOSE!
Shock
WE PRO-TECTED THE BASE !!!
Shock
Shock
Shock

IF HE HAD CAUGHT IT WITH HIS GLOVE, HE WOULD HAVE BEEN SAFE.
TOSEI
BUT SINCE HE CAUGHT IT WITH HIS BARE HAND, HE WAS ABLE TO TOSS IT QUICKLY.

THIS IS BAD
trot
trot


WE'RE GONNA BE IN TROUBLE
We'll get em back
Don't worry!
CLINK
TOSEI

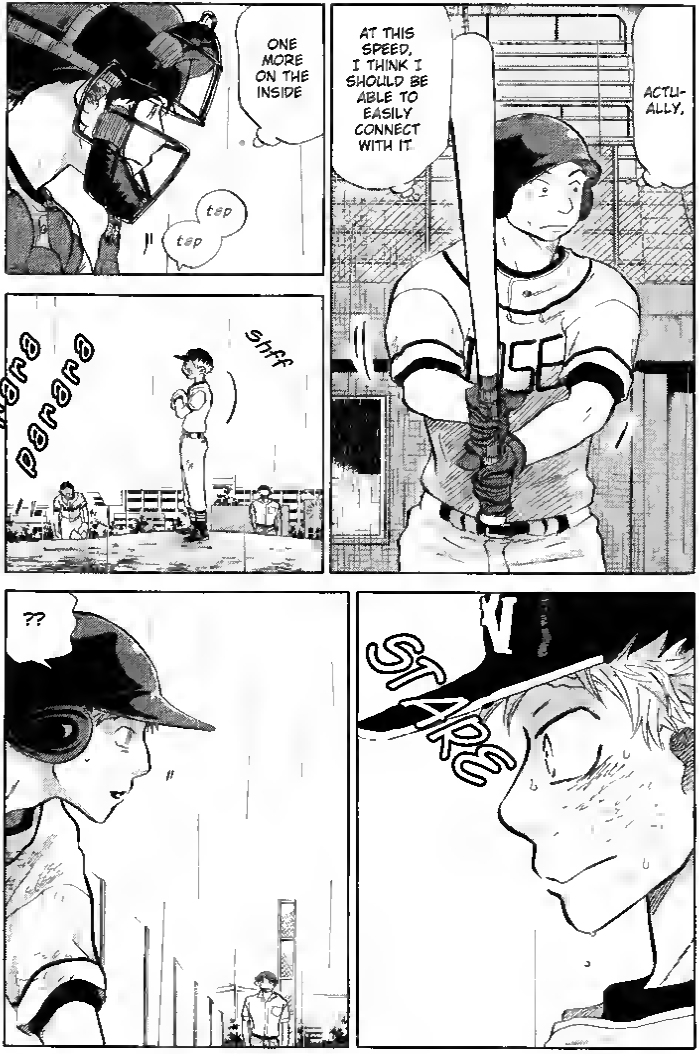
Nice toss!
EVEN THOUGH HE PROBABLY WANTED TO REACT AND GO PICK IT UP,
AND THE CATCHER... THE BALL FELL RIGHT IN FRONT OF HIM.
HE MANAGED NOT TO RUSH OUT AT IT.

THEY'RE LEADING BY ONE POINT EVEN IN THIS KIND OF PRESSURED SITUATION.
THAT FIRST-YEAR PITCHER'S PRETTY CALM.
TOSEI
pat
pat

Ready!
BATTING FIFTH, CATCHER, KAWAI-KUN
KAWAI ALSO HAS THE POWER TO HIT IT PRETTY FAR
BUT WE'VE ALREADY GOT TWO OUTS!
DON'T LET YOUR GUARD DOWN!
THEY'VE GOT RUNNERS ON BASE NOTHING CHANGES THE FACT THAT YOU NEED THIS OUT!
sfx peraperapepe
SQUEEZE
MY FIRST AT BAT WENT OUTSIDE, OUTSIDE, INSIDE
Hey!
Hey!
Hey!
Peraperapera
Pera
THERE'S STILL A
MAN ON THIRD
Balance
Pon
ROSE
WISE

!
sfx: stare
THERE!
sfx: turn
WHAT WAS THAT?!
gasp
lift
1

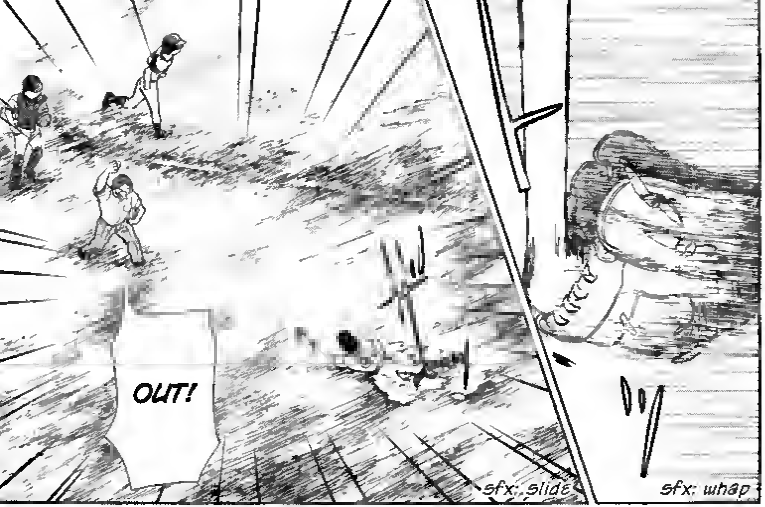
sfx swoosh
GROUNDER!
sfx: shff
sfx clang!
step
sfx thud
sfx parara
sfx paruppapa
IT SPUN A LITTLE LIKE A SHOOT PITCH, DIDN'T IT?
THIS TIME, HE STARTED FROM THE INSIDE.


ONE MORE ON THE INSIDE
tap
tap
AT THIS SPEED, I THINK I SHOULD BE ABLE TO EASILY CONNECT WITH IT
ACTU-ALLY,
parara
parara
shff
??
STARS

sfx: grip
windup
Nishiuu
sfx: whoosh

FAST-
BALL!
sfx: crack
TOSEI
sfx: twist

... OH
step
step
GOT IT!
Nishiwa
step
OH??
dash
WHOA!!
sfx: dive


OUT!
sfx: slide
sfx: whap

I THOUGHT I HAD IT, BUT MY JUDGMENT WAS OFF...
...EH?

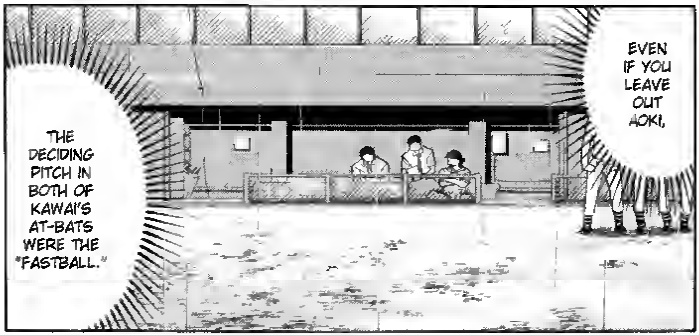
THERE WAS A LOT OF SPIN ON THAT.
TOSEI
I MEANT TO HIT A GROUNDER, BUT I AUTOMATICALLY HIT UNDERNEATH THE BALL.
step

THINK THE SAME THING DURING MY FIRST AT-BAT?
Nice pitching!
Nice catch!
DIDN'T I..

I THOUGHT IT WAS TOO LOW, AND LET IT GO BY...
sfx: dash
OH YEAH.
stare
THE FIRST TIME,
AH!!
OH!!
sfx: slip
EH?!
BE CARE-FUL WHEN YOU'RE WALK-ING...
nod
nod
WOW!
COOL!!
without thinking
grab
sfx: erk

...HE SLIPPED
GOOD PER-SON!!
A..
.....
HE'S SO COOL!! AND SO NICE!!
Nishiura
sfx: step, step
YOU DEFEND WELL IN INNINGS! THE OFFENSE GOES WELL, TOO!
GOOD JOB, EVERY-ONE!
Caption: Yes!
SO LET'S KEEP UP THE MOMENTUM!
YOU ALL DEFENDED WELL!!
Nishiura

AOKI AND KAWAI ARE BOTH BEING CALLED BY THEIR COACH.
YES, MA'AM!
TAJIMA-KUN, CAN YOU COME HERE FOR A SECOND?


THE DECIDING PITCH IN BOTH OF KAWAI'S AT-BATS WERE THE "FASTBALL."
EVEN IF YOU LEAVE OUT AOKI,

Slip

Squeeze

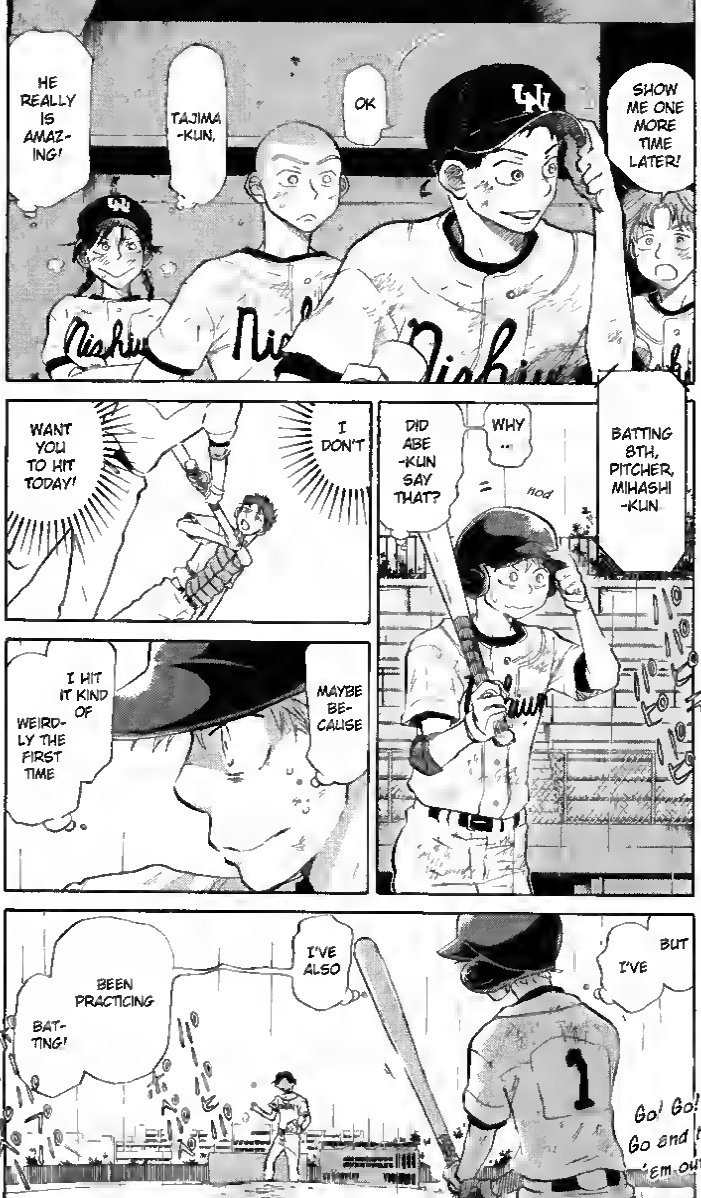
IT'D BE INTERESTING IF THEY SOMEHOW BECAME CONSCIOUS OF THAT "FASTBALL," BUT...

LISTEN UP!
UH ...
inch
click
inch
EH ..
SNEAK
SNEAK
twitch
MI-HASHI!
ABE-KUN!
PULL!
I SAID LIS-TEN!!
Grr
sfx: grab
sfx: blink
I DON'T WANT YOU
TO HIT TODAY!

I'M CONTINUING TOO, SO GO OUT THERE AND HIT!
I'M KIDDING!
...O-OKAY
sfx: blink blink blink
...AAHH
blink
blink
blink
GET OUT THERE AND SWING!
nod
Bring it home!
IF YOU TRY TO MESS WITH HIS BATTING, IT SEEMS LIKE IT'LL ALSO RUIN HIS PITCHING RHYTHM...
rub
DAMMIT

THIS IS DIFFERENT THAN PLAYING MIHOSHI
JUST SWING AT IT AND STRIKE OUT ALREADY!
JUST BECAUSE HE SLIPPED, IT DOESN'T NECESSARILY MEAN HIS LEGS ARE GIVING OUT,
BUT IT'S CERTAIN THAT SOMETHING STRANGE IS UP WITH HIM.
COULD YOU SHOW US ONE MORE TIME?
SURE!
WHEN THAT PITCHER STEPS ON THE PLATE...

I DON'T REALLY GET IT.
AND THAT'S DEFINITELY HIS "HABIT"?
YES!
SFX SQUEEZE
AND IT'S LIKE THIS WHEN IT'S THE START OF A PITCH!!
THE "10" IS WRINKLED LIKE THIS WHEN IT'S A PICKOFF
HA HA HA!
IT'S KIND OF HARD TO SHOW IT WITH MY HANDS ..
HMM MM...
rub
rub
Caption He's so motivated!!
Ooh!!!
I WATCHED THE VIDEO OVER AND OVER AGAIN UNTIL I COULD MAKE IT OUT!
WHENEVER YOU'RE NOT BATTING, BE THE BASE COACH, OKAY?
ROGER!
TA-JI-MA -KUN!
I DON'T THINK SO
CAN YOU MAKE OUT THAT HABIT?
MIZU-TAN! -KUN!


HE REALLY IS AMAZ-ING!
TAJIMA -KUN,
OK
SHOW ME ONE MORE TIME LATER!
Nishiu
WANT YOU TO HIT TODAY!
I DON'T
DID ABE -KUN SAY THAT?
WHY ...
nod
BATTING 8TH, PITCHER, MIHASHI -KUN
music: pa pa pira, pa pa pira
I HIT IT KIND OF WEIRD-LY THE FIRST TIME
MAYBE BE-CAUSE
music: pa pa pira, pa pa pira
BEEN PRACTICING BAT-TING!
I'VE ALSO
BUT I'VE
Go! Go! Go and hit 'em out!

music: da da tada pa pa dada

130 KPH
WATCH IT CLOSE-LY!
sfx. whoosh
sfx. crack
IT MAY BE A RESULT OF LEARNING TO WIND-UP ON THE BLOCK,
BUT COMPARED TO LAST SPRING, HIS SWING HAS BECOME MORE CENTERED
nice cut!

music: pa pa pira, pa pa pira
LOOKS LIKE A NORMAL SWING.
IN HIS FIRST AT-BAT, HE GOT A LUCKY GROUNDER ON A STRAIGHT INSIDE PITCH.
tap
tap
Stiff
sfx: swish
MMPH!
ping

DOESN'T IT SEEM LIKE EVEN HIS TIMING IS KEEPING UP?!
sfx: smack
DON'T SWING AT IT SO HARD! YOU'D BETTER NOT WEAR YOURSELF OUT!
LET'S TRY ONE OUTSIDE THE ZONE
sfx: whap
OOH!
HIT IT!

Come on, come on!
NEXT, TAKASE IS GOING TO THROW HIS BEST PITCH
NOW IT'S 2 AND 1.
OKAY! GOOD EYE!
pa pi pa pi pa pi pa po
BALL!
IS HE GOING TO THROW A SINKER FOR MIHASHI, TOO?
Shi o pa
HE'S ALREADY GOTTEN A HOLD OF TWO STRAIGHT PITCHES
IT SEEMS LIKE A WASTE, BUT I'M GOING TO ASK FOR THE FORKBALL
SQUEEZE
FORK ...
Gura
BUT IF HE DOESN'T SWING, WE'LL GET A STRIKE-OUT!
IF HE CONNECTS, IT WILL GO FOUL AGAIN,

WHO'SEI OSH
Shff
MY FINGER!
IT'S NOT DROP-PING!
fwsh

THWAP
!!!
!!!!
YOU IDIOT !!!
JUMP
DASH
nnf
nnf

IT DOES-N'T HURT!!
Shiina
Onfo
I HIT THE PITCHER THAT'S BAD.
WHERE'D YOU GET HIT?
TOSE
?
IT...
TOSE
AH...
WHERE'D YOU GET HIT?!
SHUT UP!!
Furitchi
ABE-KUN...
IT'S BAD!!
I SHOULDN'T LAUGH.
MOVE YOUR HAND!!
Don't worry about it!
TOSE
Gashi
IT...
IT DOES-N'T HURT
DON'T GIMME THAT LOAD OF CRAP!!
Shake
Shake
Shake
rub rub

clap
clap
clap
clap
ANYWAY,
WE'VE GOT A RUNNER ON 1ST AND NO OUTS
DEAD BALL !!
TAKE ONE BASE!
wave
tap tap
IT'S NO LAUGHING MATTER
THE BALL IS KINDA WET, IT DIDN'T COME OUT OF MY HAND THE WAY I WANTED IT TO
grip
PHEW
TAMP
SETTLE DOWN
clap
clap
clap
clap
I WENT IN A RUSH AND DIDN'T FOCUS THE WAY I NORMALLY DO.
IT DOES-N'T
HURT
HE'S SAYING IT DOESN'T HURT, BUT HITTING THE OPPOSING PITCHER IS EMBARRASSING

BATTING 9TH, CATCHER, ABE-KUN
Da Da Pi
Pa Pi Pa Pi
Abe!
HE GOT ON BASE IN THE WORST WAY POSSIBLE
THAT IDIOT.
RIGHT NOW, IT'S GOOD THAT I CAN GET MORE SPIN ON THE BALL, BUT
I NEED TO AVOID WILD PITCHES
Pa Pa Pi Pa Pi Pa Pi
Abe!
Pa Pa Pi Pi Pa Pa Pi
Abe!
Nishiura
tap tap
EVEN THOUGH IT'S MIHASHI, ASK HIM TO MAKE A RUN FOR IT.
GETTING HIT ON THE BOTTOM DOESN'T WARRANT SENDING IN A PINCH RUNNER.
DAMN
I SHOULD HAVE TOLD COACH ABOUT MIHASHI SLIPPING!
Grip
THEY WANT HIM TO STEAL ?

Stare
Sniff
pa
pa
pa
pa
10
pa
pa
pa
pa
pa
ri
pa
GO!
DASH
Whoosh

Shfff
WHAP
WHOA, THIS IS BAD.
freeze
slide
tap
NOW LET'S GET MI-HASHI-KUN INTO SCORING POSITION!
JUNT A!
HE REALLY CAN READ JUNT A'S PICK-OFF.
SO THAT MEANS
A BUNT ?
EVERY BASE HIT THEY GET IS AS GOOD AS A DOUBLE!
I'M NOT THAT GOOD AT HITTING TO THE OTHER SIDE, BUT...

Abe!
papa
popa
pepi
HMPH.
SHOULD I TRY TO AIM THERE?
Abe!
papa
pipi
popi
IT'S ROUGH BECAUSE OF TAJIMA'S SLIDING CATCH.
THAT'S THE SPOT WHERE AOKI'S GROUNDER STOPPED.
THE BEST THING TO DO WOULD BE TO TRY TO GET THE RUNNER OUT AT 3RD.
BASED ON THAT THEORY, HE'LL PROBABLY HIT TOWARD 3RD.
pa
ra
pa
ra
po
ra
tap
tap
tap
A BUNT ?
ONE OUT AND A RUNNER ON 3RD COULD BE TROUBLE.
pa
pa
pa
pa
pi
pa
pi
pa
po
pi
pi
HEY!
MUST BE THE KIND OF CATCHER THAT SUCKS AT BATTING
THE NINTH BATTER DIDN'T CONNECT LAST TIME

※FIELDER'S CHOICE: THE INFIELDER WHO FIELDS THE BALL THROWS TO 2ND OR 3RD TO GET THE RUNNER OUT, RATHER THAN GETTING THE BATTER OUT BY THROWING TO FIRST.

WHOOSH
GO!
SWISH
HE'S SWINGING!
SKID

CLINK
?!
IT'S A PUSH!
THE BALL ISN'T ROLLING?!
quiver...
JIN'S POSITION IS PERFECT!

SO THAT'S HOW IT IS
THAT'S THE SAME PLACE TAKEHIKO'S BUNT STOPPED BEFORE
JIN, HANG ON!
DON'T THROW!
tap
tap
17
I'M NOT SURE HOW IT HAPPENED, BUT THE RAIN IS COLLECTING IN THAT SPOT
BECAUSE THERE'S A ROUGH SPOT RIGHT THERE
SEI
pa
pa ra
pa
ra
pa
pa
pa
HE COULDN'T POSSIBLY HAVE BEEN AIMING FOR THAT INDENTATION, COULD HE?
MAYBE HE NOTICED IT BECAUSE TAKEHIKO'S SQUEEZE BUNT WAS RIGHT IN FRONT OF HIM.

THERE'S ALWAYS A SURPRISE IN A HIGH SCHOOL BASEBALL GAME IF YOU HAVE ABSOLUTELY NO DATA ON THE OPPONENTS
MAKES SENSE, THOUGH
I DIDN'T THINK THEIR 9TH BATTER COULD DO SOMETHING LIKE THAT
THIS HALF IS GETTING DIFFICULT
EVEN IF WE DON'T KNOW THEIR ATTACK PATTERN, WE HAVE TO GET PAST THIS TEAM
thump
thump
thump
thump
pa
pa
pa
pa
pa
pa
pa
ANYWAY, NOW WE'RE STUCK WITH NO OUTS AND RUNNERS ON 1ST AND 3RD
BUT STILL,
THE RUNNER ON 3RD IS THE PITCHER
I'M SURE THEIR COACH IS THINKING OF USING HIM TO HIT IN ANOTHER RUN
NEXT UP IS THEIR LEAD-OFF HITTER, WHO'S 2 FOR 2 TODAY
swish
Nakamura

SINCE THEY'VE ONLY GOT 10 PLAYERS TOTAL, IT'S UNLIKELY THAT THERE'S A RELIEF PITCHER OF THE SAME CALIBER.
SO THEY'RE NOT LIKELY TO RISK INJURY. THAT WOULD MEAN THE END OF THE GAME.
HO...
H...
HERE'S OUR CHANCE
HOME
WE HAVE TO GET A RUN NO MATTER WHAT!

LET'S GO!
BATTING FIRST, CENTERFIELD, IZUMI-KUN.
JERSEY #8.

pa
pa
pa
pa
pa
pa
SINCE HE GOT THE MOST HITS TODAY, WE WANT TO KEEP THAT LEADOFF BATTER FROM HITTING.
WE CAN'T LET THE RUNNERS ADVANCE.
IF WE CAN KEEP THEM AT FIRST AND THIRD, WE WON'T HAVE TO BRING IN THE INFIELD.
pa
pa
pa
pa
pa
pa
pa
I STILL DON'T THINK IT'S TIME FOR A SQUEEZE.
THERE'S NOT MUCH DANGER OF A HIT-AND-RUN.
LET'S NOT FORGET THAT THE RUNNER ON THIRD IS THE PITCHER.
THE RUN-NERS AREN'T MOVING
AND IT'S NOT A SQUEEZE PLAY SITUA-TION.
WE'VE GOTTA DEFEAT THE BATTER!

BUT HE WON'T GET HIS THIRD HERE
SQUEEZE
HE'S GOTTEN TWO HITS OFF OF US ALREADY,
pa pa pa pa ra pa ra pa ra
ALL!
I'M GOING FOR THE FIRST PITCH!
shift
IF I LET THE COUNT RISE, I WON'T BE ABLE TO HIT IT.
glance
jump
fwsh

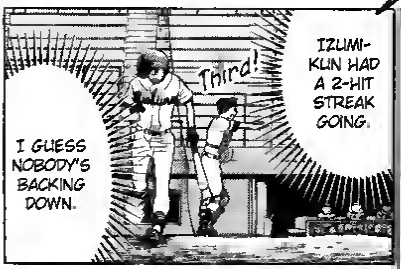
sfx: step
TOS
sfx: SWOOSH
sfx: whoosh!
sfx: thud!

Hey!
Hey!
I-ZU-MI!
IT'S SO WET.
BUT... I CAN THROW A STRAIGHT COMFORT-ABLY.
Hey!
Hey!
Hey!
ANOTHER FASTBALL
IT'S ONE-AND-OH. I'LL SWING AT THE NEXT ONE, TOO.
Step
10

sfx: uhhh
OOH!
8
sfx: bam!
STRIKE!
GRR...
DAMNIT.
HEY!
IT LOOKED LIKE IT WAS GOING TO BE ON THE IN-SIDE.
IZUMI!
HEY!

HE'S GONNA THROW A SINKER!
TOSE!
whap
Lead, lead!
THE NEXT WILL BE AN OUT.
Lead, lead!
TWO STRIKES.
BALL!
sfx thud
110
sfx step
shift
Hey!
Hey!
Hey!
Hey!

STRIKE!
sfx: thud!
sfx: whiff-


Third!
I GUESS NOBODY'S BACKING DOWN.
IZUMI-KUN HAD A 2-HIT STREAK GOING.

LOST ON ALL STRAIGHT PITCHES.
One out!

Infield! Cover the bases!
THAT'S THE TRUE DIFFERENCE IN POWER BETWEEN OUR TEAMS!

THE NEXT BATTER
IS PROBABLY GOING FOR THE SQUEEZE BUNT ON THE FIRST PITCH!
I'M NOT REALLY CONCERNED ABOUT A DOUBLE PLAY
BUT IF THEY CAN REALLY READ THE PICKOFF MOVE,
THERE'S ONE OUT. TO AVOID A DOUBLE PLAY, YOU'D THINK THEY'D SEND THE RUNNER TO SECOND.
NOW
TOSEI
THE 2ND BATTER BUNTED AND BUNTED AN OUT BEFORE
JERSEY #4
HERE GOES!
BATTING 2ND, SECOND BASEMAN, SAKAEGUCHI-KUN.

HE'S FREAKING OUT.
glance
glance
WHAT ABOUT THE RUN-NER..
stare
glance
glance
PROBABLY BUNTING ON THE FIRST PITCH.
grip
....
sigh

sfx STAAAARE
RUNNER ON THIRD!
sfx jolt
glance
glance
UH-OH. WHA...?
I JUST SAW A RUNNER ON THIRD, THAT'S ALL!
Look happy!
GRIN
I'M NOT GLARING!
DID IT LOOK LIKE I WAS GLARING AT HIM?!
OOPS! COULD IT BE ME?

HE TOTALLY DIDN'T UNDER-STAND.
WHOA.
WOBBLE
avoids eye contact
wobble
sfx twitch
MEDI-TATION!
MIHASHI!
THIIIRD!
RUN-NER ON

THE RUNNER ON THIRD!
MIHASHI, YOU ARE
turn
SFX: STAAAARE
TOSEI
...OH.

Booo.
Huuto!
pa
pa
ra
pa
pa
pa
pa
pa
pa
pa
pa
pa
BUT NOW
I'M THE RUNNER ON THIRD!
THAT'S RIGHT!
WHEN WE WERE ON DEFENSE, I STARED AT THE THIRD RUNNER, TOO.
That's a little disheartening...
I wonder if he still thinks I'm glaring at him though?
Smile...
Smile...
badump
badump
NISHIHIRO, NICE FOLLOW-UP!!
Stare
RUNNER ON THIRD!
WELL, WHATEVER.

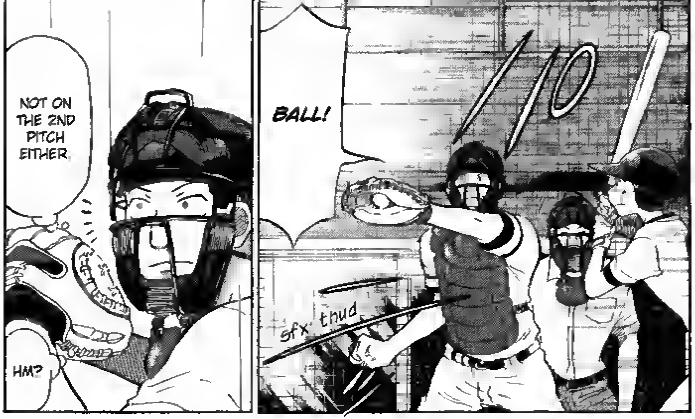
I CAN REMEMBER.
BUT...
pa
pa
pa
pa
pa
pa
pa
I DON'T THINK I CAN SUDDENLY "RELAX" BY LOOKING AT MIHASHI.
HMM...
STARE
badump
badump

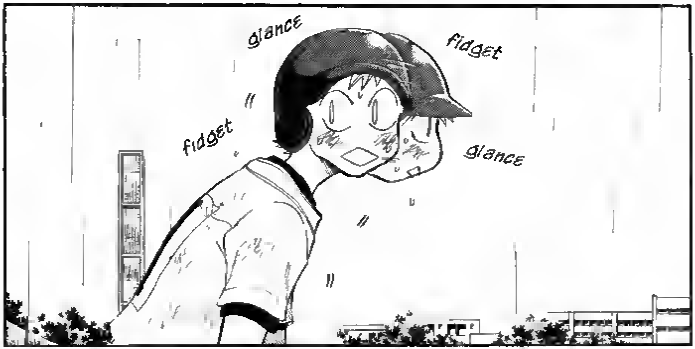
THE FIELD IN THE MORNING,
THE HAZE AND THE SMELL OF THE GRASS,
THE CHILL OUTSIDE,
AND THE BIRDS SINGING.

OF THE GUY NEXT TO ME.
THE WARMTH OF THE HAND

FIRST PITCH, BALL.
SQUEEZE
ALL RIGHT!
4
I FEEL LIKE THE PRESSURE'S LIFTED SOME NOW!
stand
HE WON'T GET THE FIRST PITCH, HM?
pa pa
pa ra
para pa
liftt
BALL!
thud

WE'RE GOING TO THROW ALL OF THEM OUT.
WE'LL GO AHEAD AND LET THEM LOAD THE BASES.
BUT THEY'VE ALREADY GOT ONE OUT.
THEY'RE GOING TO HAVE HIM BUNT FOR SURE.
music pa pa ps rapps pa
crowd chants: go for it!
KAWAI CAN JUST PUSH A FIRST-YEAR LIKE THAT ASIDE.
AAH, JUST LET HIM RUN.
TOSEI
crowd chants If you can't do it, no-one can!
sfx STEP
OR WILL HE?!


NOT ON THE 2ND PITCH EITHER
HM?
BALL!
sfx: thud


glance
fidget
fidget
glance

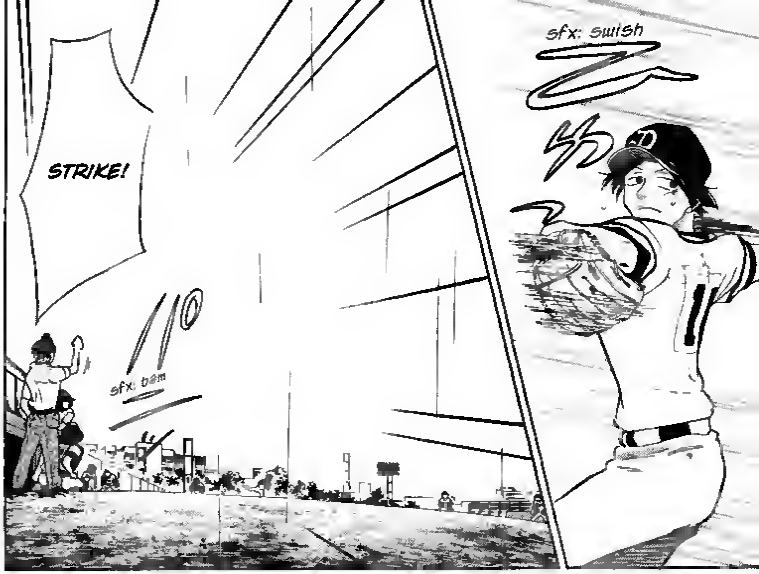
throw!!
tap
tap
tap
tap
IT'S NOT BECAUSE OF THE SQUEEZE PLAY...
MAYBE THAT'S JUST HOW HE ALWAYS ACTS?

grip
THAT'S RARE, TELLING ME WHAT KIND OF PITCH TO ASK FOR.
"THROW A SLIDER INSIDE THE STRIKE ZONE."
pat
pat
SLIDER.
STRIKE!
sfx: thud
Shuff
10

HE DIDN'T TRY TO RUN.
pa pa pa ra para pa
THEN AGAIN, HE IS THE PITCHER.
WE STILL WOULD HAVE CALLED A SQUEEZE PLAY.
pa pa pa ra
Nishiura
THEY'RE JUST BEING CAUTIOUS BECAUSE THEY'RE CONCERNED ABOUT THE PITCHER RUNNING.

MAYBE THEY'RE ACTUALLY WAITING FOR THE BASES TO BE LOADED
SO THAT THERE'S NO CHANCE OF A TOUCH-PLAY
IF SO, IT'S JUST TO PROTECT THE PITCH-ER FROM GETTING SLAMMED AT HOME PLATE.

YES, SIR!
RIO!
YOU'RE NOT GETTING WHAT YOU WANT!
BASED ON THE 3 THROWS JUST NOW, COACH CONCLUDED THEY'RE NOT GOING TO USE A SQUEEZE PLAY?
Dara Dara
Gooo, Huuto!
tap tap
IN THAT CASE, THERE'S NO NEED TO GO ALL OUT AGAINST THIS BATTER.
HUH?
tap tap
BE READY TO THROW TO THE PLATE, BUT..
SQUEEZE !!
..DON'T WORRY ABOUT A SQUEEZE PLAY, HUH?


STRIKE!
sfx: bam
sfx: swish

music
pa pa
re pana
IT LOOKS LIKE THEY'RE NOT LOOKING OUT FOR A SQUEEZE PLAY ANYMORE!
throw
whap
THE FIRST AND THIRD BASEMEN
DIDN'T DASH UP TOWARDS THE PLATE AFTER EITHER OF THE TWO STRIKES!

IT'S NOW OR NEVER!
badump
sigh
WITH TWO AWAYS OR BASES LOADED, THE BASEMEN ARE GOING TO MOVE AGAIN.
badump
SQUEEZE PLAY STARTING FROM 2-2, HUH?
sfx squeeze
MAKE SURE TO DROP A GOOD ONE, SAKAEGUCHI -KUN!
Nishiw
TWO STRIKES AL-READY.
IF I WHIFF OR FOUL, I'M OUT!
caption: Go get 'em!!
MIHASHI'S GONNA GO FOR A HIT-AND-RUN.
badump
IT'LL BE DANGEROUS IF I DON'T HIT IT HERE.
badump

thump
HOME PLATE
HOME PLATE
grip
ba-dump
THERE'S ONLY
ONE CHANCE!
ba-dump
sfx stare
RUNNER ON THIRD!
HOME PLATE.
sfx: jump
HO-
sniff
LEAD!
LEAD!
LEAD!

GO!
LEAD!
LEAD!
sfx dash
sfx whoosh
WHA-?!
WHAT THE HELL?!

SHI...
throw
10

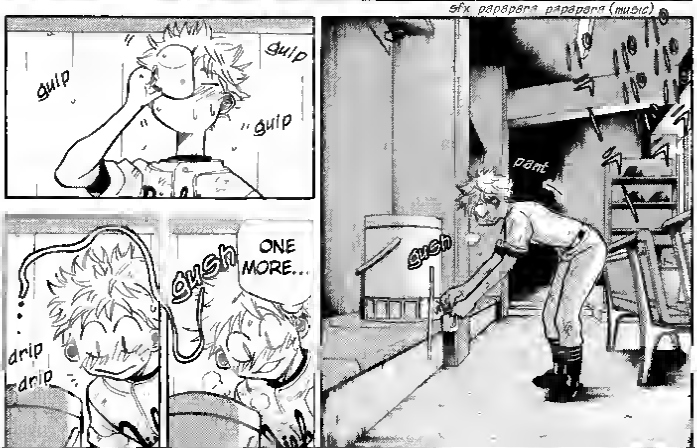
HE PITCHED IT OUT!
A PITCHOUT!
sfx. jump
WAAAH!
sfx. clang

HE GOT IT!
MIHASHI! DON'T SLIDE HEAD-ON!
ALL RIGHT!
TO FIRST!
SHIT!
SFX: SLIDE

caption
Uuaaaaaahhh!
SECOND
BASE!
sfx Istep
Nishiura

sfx boom boom
...
OI, OI.
WAIT..
THE RUN-NER WAS THE PITCH-ER.
SO CLOSE PLAY WAS ...
THEY WERE-N'T SUP-POSED TO BUNT
sfx boom boom boom
THEY DIDN'T TOUCH HIM...
PHEW...
sfx toh
MIS-CALCULATION, HUH!
THA-
THANKS!
trot
NICE BUNT!
NI-
NI-
MY HANDS ARE STILL SHAKING!
trot

sfx: papapapa papapapa (music)



AQUARI, AQUARI ..
ICE, ICE...
pheeew
thud
chunk chunk
Nishiura
lick lick
gulp gulp gulp
I'LL FILL IT UP!
OH, WE'VE RUN OUT OF WATER?
SHOULD I CHANGE MY UNDER-SHIRT?
clatter clatter
MAYBE I SHOULD WAIT
text on bag ICE
sfx dug dug
whoosh
Phew
DO I WANT TO CHANGE?

NOTHING ELSE MATTERS
AS I CAN PITCH,
AS LONG
IT DOESN'T MATTER
STRIKE!
sfx: whap
YEAH!
sfx: dash
OKAY, LET'S GO!

AH-
HEY!
sfx: bump
sfx: dash
YEEEAH!
Nishiura
ABE, HERE!
OH, THANK YOU!
HOW ARE YOU GOING TO PRACTICE PITCHING WITHOUT ME?!

glance
glance
NOT THERE
do gasp
MI-HA-SHI!
HERE!
step

Hee!
whap
throw
whap
throw
badump
MIHA
-SHI!
whap
twitch
twitch
ABE
-KUN!
whap
...?!
throw

TA-JI-MA-KUN!
THANKS!
no problem!
JUST NOW, WHY DID THAT STARTLE ME SO MUCH?
NAH,
RATHER THAN "STARTLE," SHOULD I SAY "SUR-PRISE"?
WHAT WAS THERE TO BE SURPRISED ABOUT...?
UWAH... REN'S RUNNING AROUND WITH HIS MOUTH WIDE OPEN AGAIN...
OH? IS THAT SO?
EH?
HE'S LIKE THAT WHEN HE'S LAUGH-ING.
REAL-LY?
HE'S LAUGHING?

IN GRADE SCHOOL, EVERY TIME THEY VISITED US,
REN WOULD JOIN KANOU'S TEAM AND PLAY BASEBALL WITH THE GUYS.
WAH.
WHY AM I SO SURPRISED?
IT'S JUST THAT
WHEN HE WAS AT MIHOSHI, HE COMPLETELY STOPPED LAUGHING
HE CRIED EASILY,
BUT HE ALSO LAUGHED A LOT.
Kuri-chan's so fired up!
THAT IDIOT!
Grr
Grr
THAT'S WHY
I WAS WORRIED ABOUT THE GAME AGAINST MIHOSHI,
AND HE DIDN'T EVEN CALL ME!

sfx: crack
don
don
ALL RIGHT!
pa
pa
pa
pa
pa
pa
pa
pa
pa
pa
THE THIRD-YEARS ARE DOING A GOOD JOB WAITING FOR THE DELIVERY
WE'LL AIM FOR IT!
HE WAITED FOR THE CURVE-BALL.
THE FIRST-YEARS AND SECOND-YEARS MIGHT END UP WHIFFING,
BUT IF NISHIURA'S DECIDING PITCH IS THE CURVE-BALL,
don
don

Yeah...
BATTING SEVENTH, PITCHER, TAKASE -KUN.
OH, WELL.
THERE'S NO WAY TO KEEP AVOIDING HITS FOREVER.
THE CONDITION OF THE GROUNDS ON THAT SIDE IS STILL PRETTY GOOD
tap
tap
I'LL HAVE HIM DROP THE BUNT TOWARDS FIRST.
Pa
Pa
Pa
Pa
Pa
Pa
Pa
Pa
wind up

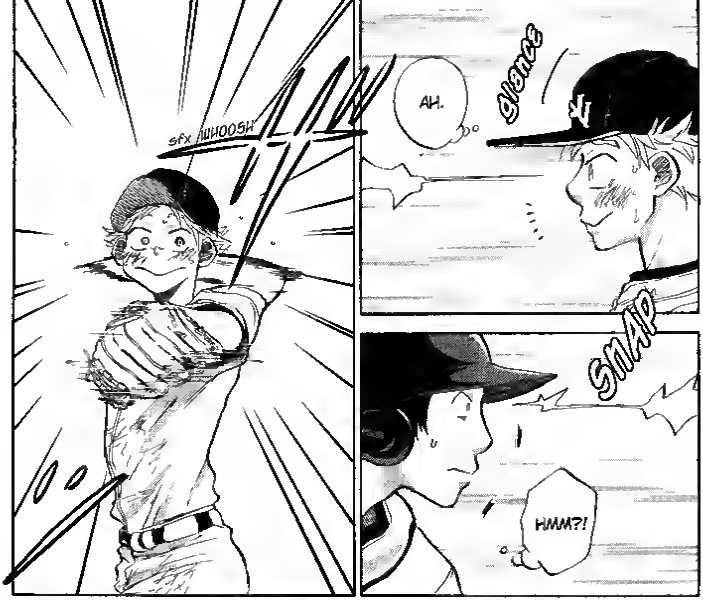
CLINK
sfx fwish
sfx whap
DASH
OKAY, LEAVE IT TO ME!
Nishiwa
ONE OUT!

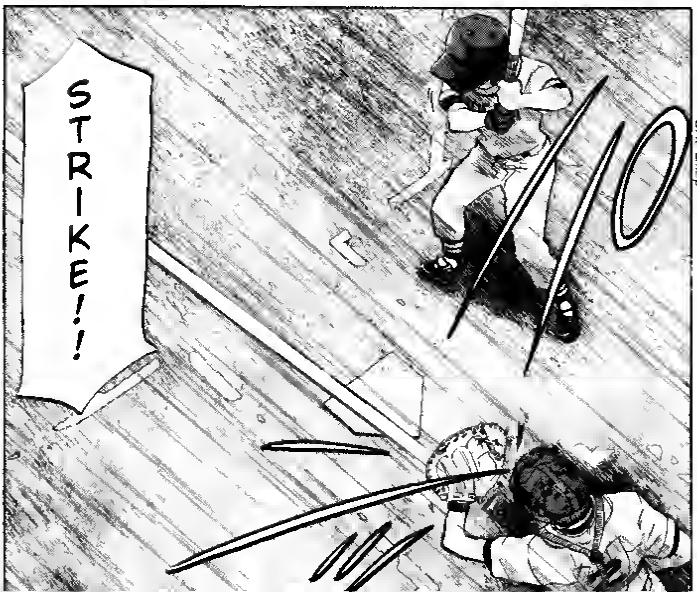
BATTING EIGHTH, CENTER FIELD, YAMANOI -KUN.
IN THE LAST IN-NING,
SHIMAZAKI HIT IT LEFT WITH NO OUTS AND A MAN ON THIRD.
READY!
BUT YAMANOI ISN'T AS GOOD AS SHIMAZAKI.
NOW WE'VE GOT ONE OUT AND A MAN ON SECOND!
WON'T THEY JUST BE AIMING FOR A REGULAR BASE HIT THIS INNING?
tap
tap
ACCORDING TO THE DATA, YAMANOI USUALLY HITS ON PITCHES AIMED TOWARDS THE INSIDE
THE TRAJECTORY IS USUALLY FROM THE CENTER TOWARDS THE RIGHT.
DON'T RUN!
DON'T RUN!
Hey!
pa pa pa ra
glance
pa pa pa ra
Hey!
nod
LET THEM TRY
WE'LL GET THE OUTS FROM THEIR BAT-TING!

sfx WHOOSH
Sbff
sfx SWOOSH
ALL RIGHT!
IT'S A CURVE TO THE OUTSIDE!
HE'LL POP IT UP!

IT'S BETWEEN FIRST AND SECOND!
SFX: CRACK
bounce
THERE'S STILL ONE OUT WITH RUNNERS ON FIRST AND THIRD!
pa
ra
COMPARED TO THE START OF THE GAME, THEY'RE NOW FOCUSING MORE ON HITTING GROUNDERS.
SINCE THE LAST INNING, THEY HAVEN'T BEEN POPPING UP ANY OF THEIR HITS.

#6 AND #8 BOTH WAITED FOR THE CURVE
IT'S BECAUSE WE'VE BEEN USING BREAKING BALLS MOST OF THE TIME.
SO THIS MEANS THEY'RE WAITING FOR THE CHANGE-UP?
WE'LL START USING THE "FASTBALL" SOON!
BATTING NINTH, RIGHT FIELD, MAE-KAWA-KUN
JER-SEY #9
READY!
tap tap
A FAST -BALL ... TO THE INSIDE.

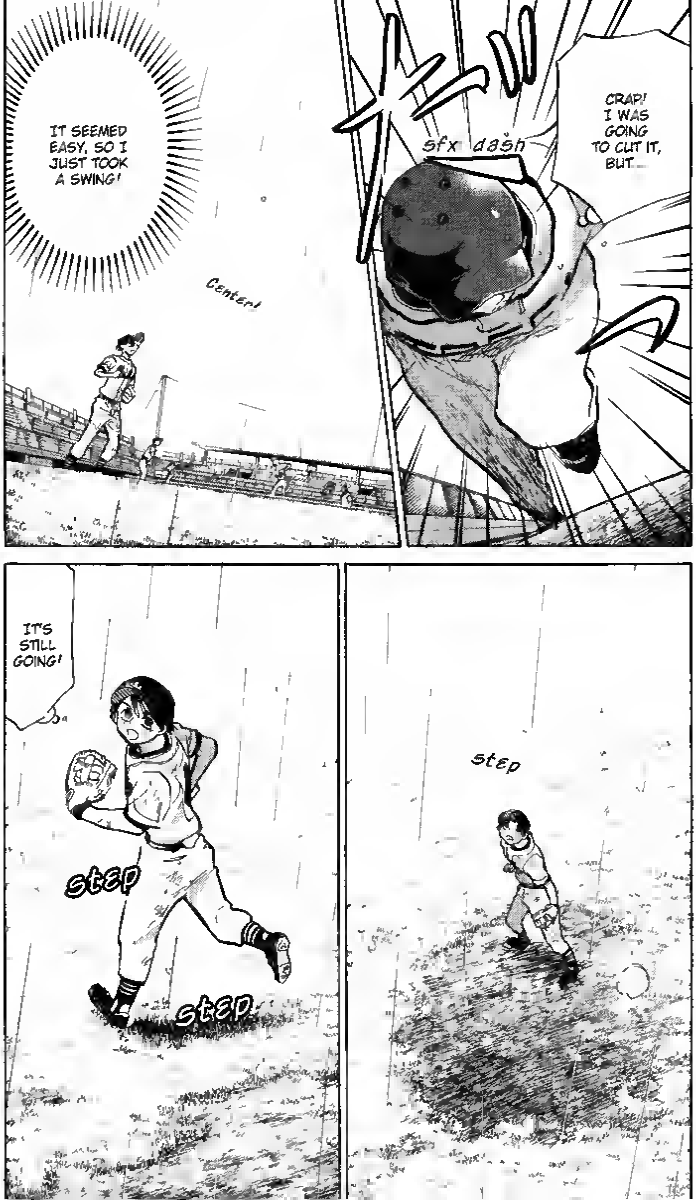

SFX: WHOOSH
AH.
glance
SNAP
HMM?!

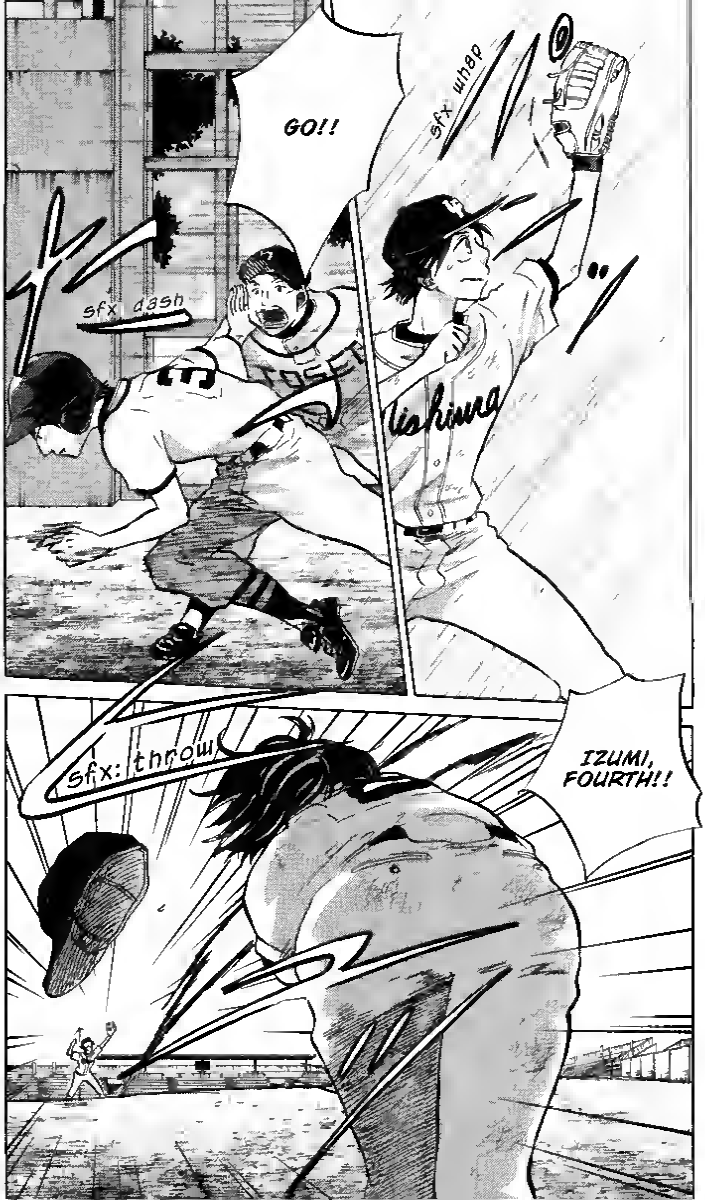

STRIKE!!
SFX: THUD

ONE MORE FAST-BALL!
LET'S TRY ONE MORE FASTBALL
WHAT ?!
STRIKE --!!
HE STUCK WITH THE FAST-BALLS.
SO THEY'VE CHANGED COURSE ALREADY?
sfx: whap

grip
THEY SAY WAIT FOR THE CURVE
NO, IT'S NOT THAT
YOU CAN'T JUST CHANGE YOUR DECIDING PITCH THAT QUICKLY
TOSA
ANOTHER
sniff
ON THE CURVE!
squeeze
HIT A GROUNDER
sfx: whoosh
FASTBALL!

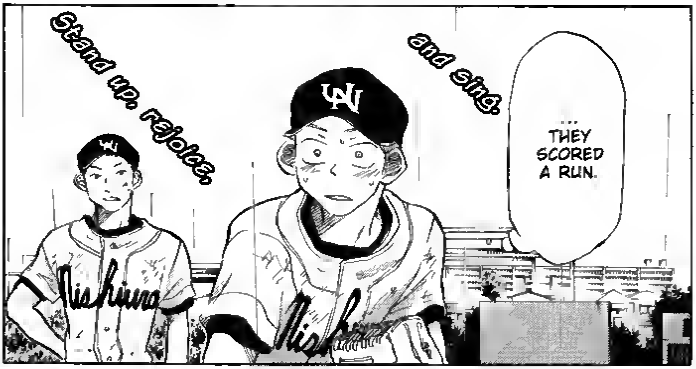
A FAST-BALL!
BUT IF I DON'T HIT IT
sfx: turn
I'M GONNA STRIKE OUT!
sfx: swing
sfx: freeze
sfx: crack
9


IT SEEMED EASY, SO I JUST TOOK A SWING!
Center!
sfx dash
CRAP! I WAS GOING TO CUT IT, BUT...
IT'S STILL GOING!
step
step
step


GO!!
sfx: whap
sfx: dash
sfx: throw
IZUMI, FOURTH!!

SFX: throw
SFX: whap
ONE RUN!
TOSS
whap
step
CHEER: YES!

Answer to the cheers of pride.
JUST LIKE THAT ...


Stand up, rejoice, and sing.
... THEY SCORED A RUN.

Raise up your voices
GOT US.
THEY ...
together as one.

I TOLD YOU NOT TO POP IT UP!
sfx jump
MAECHIN, NICE SAC FLY!
OKAY, TIME FOR ME TO...
sfx drumming boom boom boom boom boom
I GOTTA HIT A GROUND-ER!!
EVEN IF YOU BRING THE RUNNER HOME, HE STILL GETS MAD...
lecture
lecture
lecture
IS IT OKAY TO THINK THAT IT WAS JUST BY CHANCE?
IF I HIT IT, YAMA-SAN CAN ADVANCE.
MAECHIN'S HIT POPPED UP REALLY CLEANLY.
SO THAT WAS HIS FASTBALL
BUT WE GOT PINNED DOWN PRETTY WELL.
IF HE HADN'T SWUNG AT IT LIKE THAT, IT WOULD'VE BEEN JUST A REGULAR POP FLY.

I WONDER IF I SHOULD MAKE A SAFETY BUNT?
tap
tap
pow
THE
turn
grip

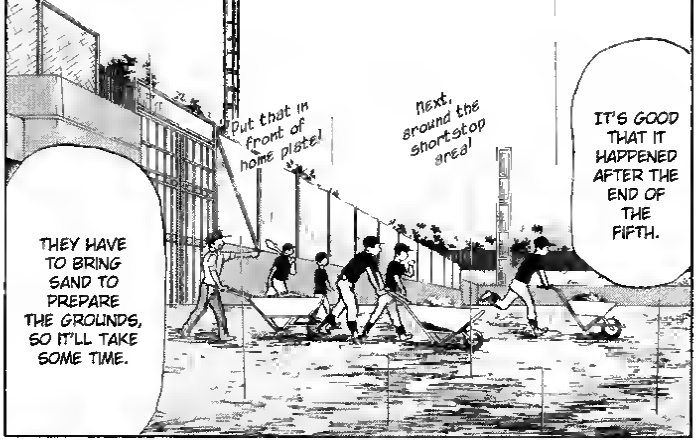
FASTBALL!
sfx: whoosh
sfx: shift
HERE!
sfx: crack

whap
fall
Shibura
whoosh
sfx
OUT!
I-
I-
I POPPED IT UP!!

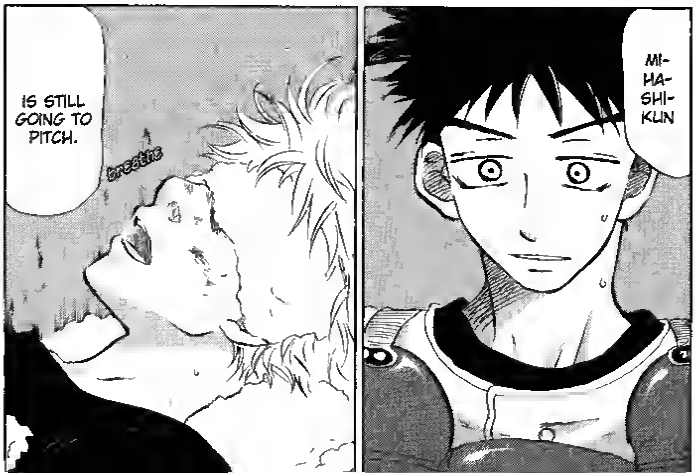
YOU'RE DOING GREAT OUT THERE!
UH!
NICE PITCHING!
SLAP
SCORED A RUN
THEY
STEP
STEP
EH
EEP
NICE
UH
SNIFF
SNIFF
JUST HOLD YOUR NOSE UNTIL WE GET TO THE DUGOUT.
YOU'LL BE ALRIGHT.
!
PAT
BADUMP
WIPE

THE LEADOFF GOT A FLY OUT
WAS #9'S SWING JUST A FLUKE?
click
MRF
MPFF!!
DON'T STAIN YOUR UNIFORM.
MMM-PPHH!
YOUR MOUTH
BREATHE THROUGH YOUR MOUTH
SENSEI, HERE'S THE ICE PACK
ICE PACK?
THANKS
OKAY!
GO AHEAD AND SOAK ANOTHER TOWEL.
WHAT'S GOING
FUH
FUH

... HASHI?
MI...
HE HAS A NOSEBLEED, SO WE'RE JUST LETTING HIM REST FOR A BIT!
ALL OVER FOR--
AAH ...
THE SUM-MER IS
IT'S BECAUSE TODAY'S REALLY STUFFY AND THERE'S NO WIND.
BLOOD PROBABLY RUSHED TO HIS HEAD.
A NOSE-BLEED ...


Put that in front of home plate!
Next, around the short-stop area!
IT'S GOOD THAT IT HAPPENED AFTER THE END OF THE FIFTH.
THEY HAVE TO BRING SAND TO PREPARE THE GROUNDS, SO IT'LL TAKE SOME TIME.

YOU DON'T HAVE TO ANSWER
DURING THAT TIME, HIS DIZZINESS WILL FADE
IS IT COOL ENOUGH?
fan
fan
fan
fan
Nakura
phew


IS STILL GOING TO PITCH.
breathe
MI-HA-SHI-KUN

rustle
YEAH
SO AFTER THE DEAD BALL,
YOU DIDN'T THROW THE FORK-BALL, HUH.
THE BALL IS TOO WET?
poke
ACTUALLY, I HAVE A PRETTY GOOD FEEL ON THE SINKER.
IS THE SINKER NO GOOD EITHER?
I GUESS THEY'RE STILL HAVING US PLAY THROUGH THE RAIN.
SQUEEZE
OKAY.
gulp
MAYBE YOU COULD TAKE A LOOK ANYWAY.

KEEP RAKING IT!
WAVE
BRING ALL THE SAND THAT'S LEFT BACK OVER HERE!
YES, SIR!
YES, SIR!

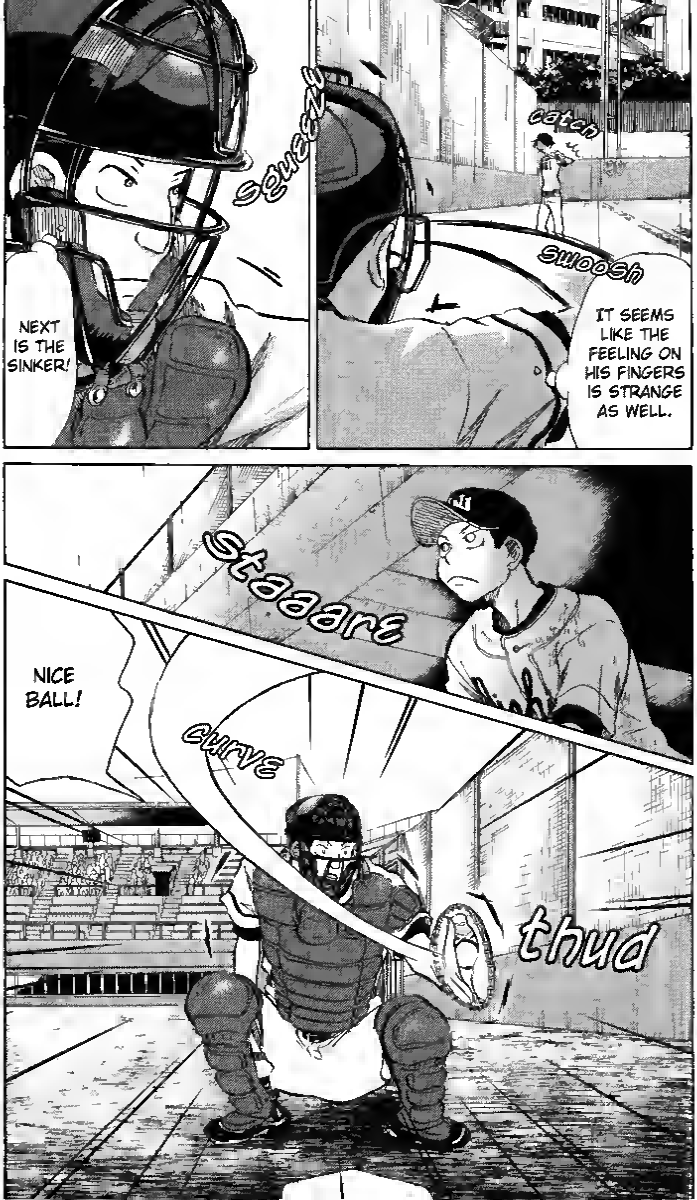
REN'S NOSE-BLEED.
WHO GOT WHAT?
EH?
IT'S BEEN A WHILE SINCE I'VE SEEN HIM GET ONE OF THOSE
WE HAVE THE RESULTS OF SOME OF THE MATCHES HELD IN OTHER STADIUMS.
OH?
REN GOT A NOSE-BLEED?
REN'S NOSEBLEED?!
IS...
IS THAT RIGHT?
No way! It's puberty! Hahaha!
BUT HE WENT TO AN ALL-BOYS SCHOOL IN JUNIOR HIGH, SO HE'S TOO NAIVE FOR THAT!
OH, MY, DID HE GET TOO EXCITED OVER THE GIRLS CHEERING FOR HIM?

swish
swish
AT THE OMIYA STADIUM'S FIRST GAME, WE HAVE KASU-KABE HIGH SCHOOL
VS. KITA-MOTO-NISHI HIGH SCHOOL
AT THE END OF THE 5TH IN-NING,
KASU-KABE HIGH LEADS 9 TO 0.
IS HE REALLY GOING TO BE ALL RIGHT?
LAST YEAR!
swish
MIHA-SHI...
swish
WHEN'S THE LAST TIME YOU GOT A NOSE-BLEED?
swish
Nish
pat
twitch

...SHOULD I CUT BACK ON THE NUMBER OF PITCHES?
BUT
IF I DO THAT, WE WON'T BE ABLE TO GET PAST TOSEI'S BATTERS
swish
swish
O-KAY...
!
YOU DO IT, ABE!
PAP
THE BLEEDING'S STOPPED.
swish
swish
swish
swish
ON THE OTHER HAND, IF MIHASHI BREAKS DOWN, IT'S OVER...
PEE!
swish
swish
swish
swish

WHATEVER YOU TELL ME TO!
I'LL PITCH
FWSH
POP
I CAN PITCH!
I-
FLAP
FLAP
IT'S TRUE THAT I TOLD YOU TO DO THAT, BUT...!
WELL...
I'M COUNTING ON YOU FOR THE LAST HALF, TOO!
YEAH, I GET IT.
I'm counting on you!
I'm counting on you!
I'm counting on you!
I'm counting on you!
I'm counting on you!

OKAY!
Nishiura
thud
bounce
step
HE DOESN'T HAVE MUCH CONTROL OVER IT.
IT'S NOT EXACTLY LIKE IT'S JUST FLYING OUT OF HIS HAND, BUT...
shake

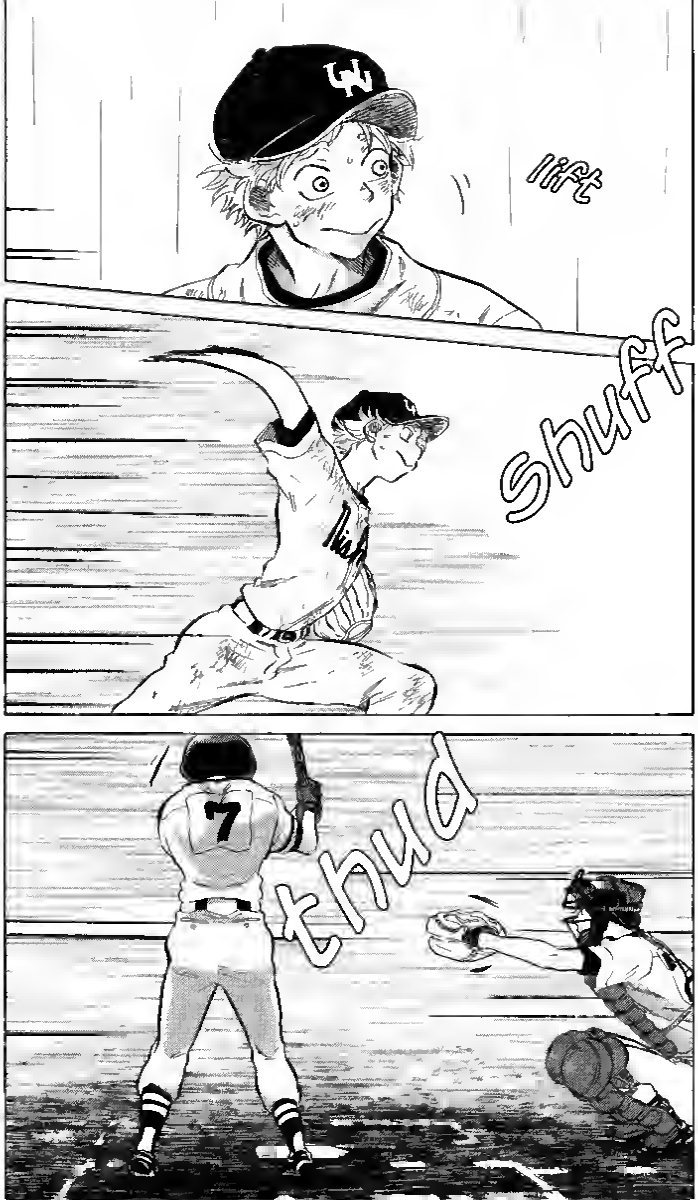

squeal
NEXT IS THE SINKER!
catch
swoosh
IT SEEMS LIKE THE FEELING ON HIS FINGERS IS STRANGE AS WELL.
Staaare
NICE BALL!
curve
thud

ALL RIGHT, WE'RE GOOD!
EVERY-ONE, COME UP!
THANK YOU!
BOW
THANK YOU VERY MUCH!
THANKS

WE CAN'T AFFORD TO BE SLOPPY IN ANY WAY.
...
AND WE'VE SOMEHOW TAKEN THE LEAD
FOUR INNINGS LEFT,
jog
TOP OF THE SIXTH.
THEIR FOURTH BATTER, TAJIMA, HITS BETWEEN THIRD AND SHORT-STOP.
clink
IF WE SEE AN OPENING, WE'LL USE IT TO SLIP BY THEM!!
SIXTH, OKI, AND SEVENTH, MIZUTANI, STRIKE OUT AND THEY CHANGE OVER.
HE STEALS 2ND BASE, BUT FIFTH, HANAI, HITS DIRECT-LY TO SECOND WITHOUT MOVING THE RUN-NER.
clang

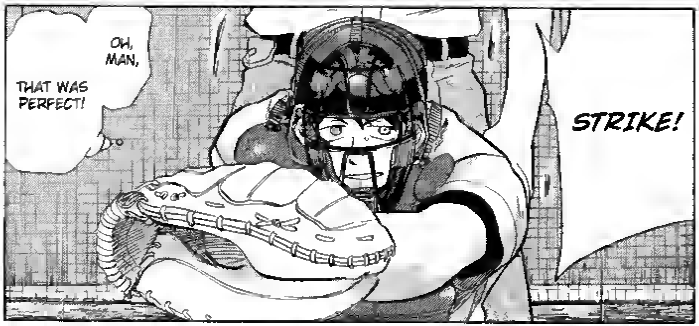
THE MOMENTUM'S BEEN STEADILY MOVING BACK TO TOSEI'S DIRECTION.
EVER SINCE THE 5TH INNING,
THEIR
OFFENSE ENDED SO QUICKLY
WELL, EITHER WAY,
IF WE WIN, IT'LL BE LIKE A MIRAC..
The momentum is coming down
GASP
THEY'RE SCORING ONE POINT AT A TIME AND DEFENDING ONE INNING AT A TIME
MIRACLE!
A MIRACLE!
ARE YOU A DOG?!
SIXTH INNING!
IF THEY CAN JUST HOLD ON FOR FOUR MORE INNINGS, THEY'LL BEAT TOSEI!

Goooooooo!
BATTING SECOND, LEFT FIELD, MATSU-NAGA-KUN.
LET'S CLOSE IT UP!
JERSEY #7
FOR THE FIRST ONE, WE'LL GO WITH OUR FASTEST PITCH.
IT'LL BE FINE EVEN IF IT'S OUT.
WE'RE JUST GOING TO TEST HIM WITH THIS PITCH
HANG IN THERE!
A FULL-SPEED PITCH.
pa pa pa pa ra ra ra ra


lift
shuff
7
thud

pa
pa
pa
pa
pa
pa
ra
ra
ra
what
NEXT IS THE SHOOT!
I GOT A GOOD LOOK AT HIM.
OKAY,
toss
BALL!
pa
pa
pa
pa
ra
ra
ra
ra
MIHASHI'S SHOOT PITCH WILL TURN FROM A BALL INTO A STRIKE.
USE THE SAME COURSE AS THE FIRST PITCH
stance
tap
tap
ON THE TOP RIGHT COR-NER!
SQUEEZE
A SHOOT PITCH..
squeeze
Irft

SFX: curve
throw
SFX: whap


OH, MAN,
THAT WAS PERFECT!
STRIKE!

IT ENTERED FROM THE SAME COURSE AS THE FIRST PITCH.
A SHOOT..?

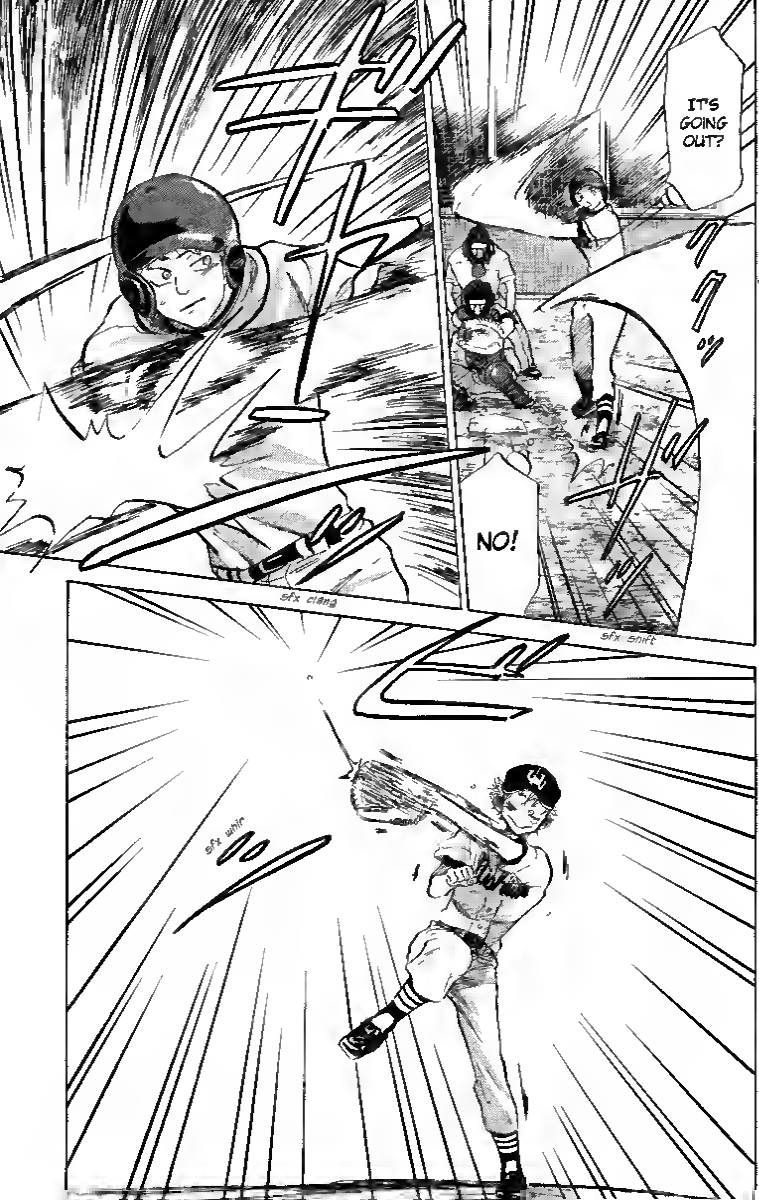
tap
tap
nod
EITHER WAY, I'M NOT GOING TO SWING AT IT.
cheer Go! Go! Go! He's out!
NOW WE'RE AT 1-1
I'LL WAIT FOR THE CURVEBALL AGAIN
cheer Ma-ka-you!
cheer Belt a homer!
sfx grip
sfx throw
sfx lift
whoooosh

A CURVE-BALL!
SFX: Clang
SFX: Swoosh
NEXT COMES THE CHANGE-UP
2-1, HUH...
IT WAS TOO CLOSE.
THAT ONE WAS OUT.
FOUL!
WAIT FOR IT...
pappara pappara
lift
THE CURVE!
USEI

Nishimura

LAST TIME HE GOT A CURVE, SHIMAZAKI PULLED THAT ONE
BATTING THIRD, SECOND BASE, SHIMAZAKI-KUN.
YES!
GOT THE FIRST BATTER OUT!
SEEMS LIKE THEY'RE ALL GOING FOR THE CURVEBALL.
BUT HE DIDN'T SWING AT ANY OF THE OTHER OFF-SPEED PITCHES
SFX. CLAP CLAP CLAP
SFX. CLENCH
SO IF WE MOVE THE BALL AROUND, HE'LL PROBABLY SWING AT IT.
tap
tap
THIS GUY'S PROBABLY WAITING FOR THE CURVE, TOO
nod

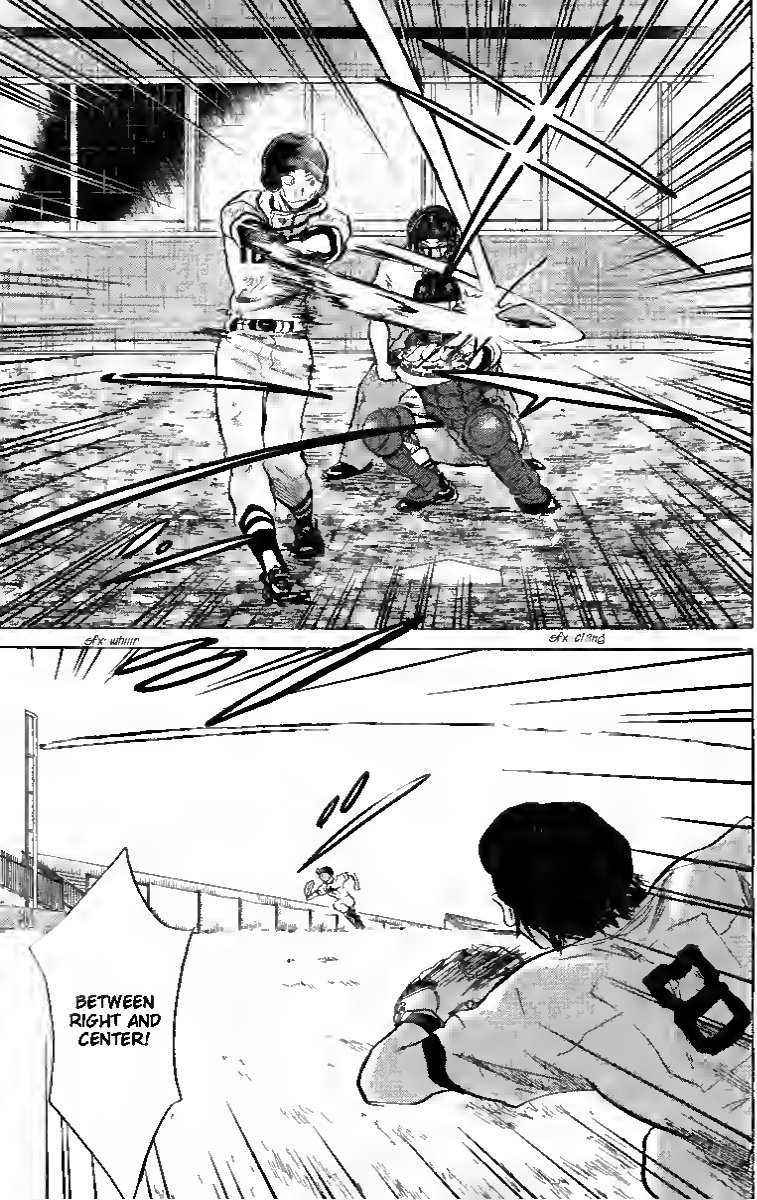
grip
sfx step
whoosh
A CURVE!

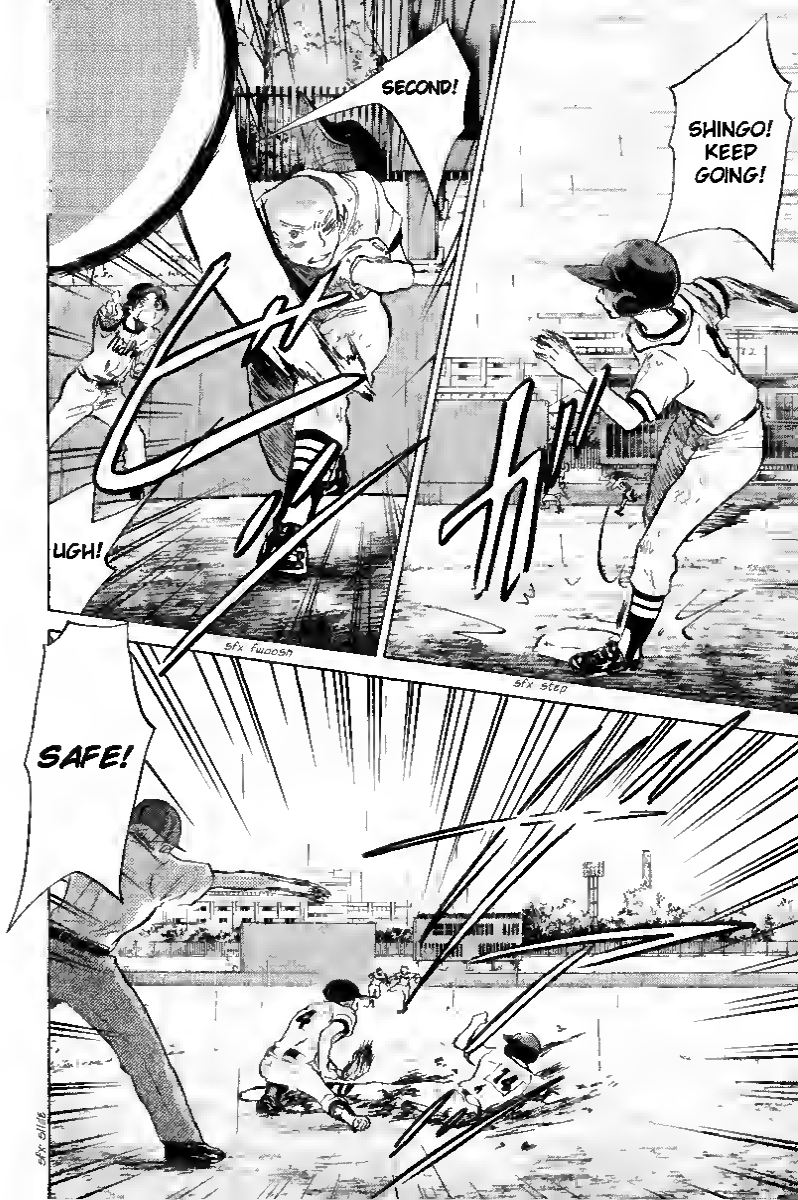

IT'S GOING OUT?
sfx curve
NO!
sfx clang
sfx shift
sfx whir

SO, THAT'S THE STRATEGY BEHIND WAITING FOR THE CURVE
HE JUST GOT A HAND ON IT
TOO CLOSE!
Shk pkpkpk para para
Bwum Bwum
MI-HA-SHI!
NICE PLACEMENT!
Erk
!
BATTING FOURTH, SHORTSTOP, AOKI-KUN
papapara parara
BOOM BOOM
WILL HE STILL BE ABLE TO HOLD OFF ON THE CLEANUP?
...OH, WAIT
FOR NOW,
WE'LL JUST SAVE CURVEBALLS FOR EMERGENCIES
NO POINT USING GOOD PITCHES THAT ARE OUTSIDE THE STRIKE ZONE IF THEY'RE NOT GONNA SWING AT THEM

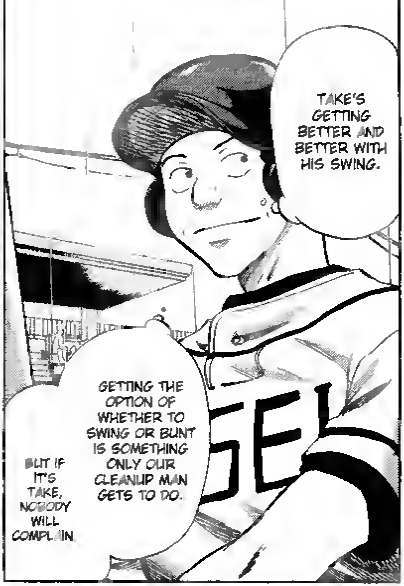
DURING HIS SECOND AT-BAT, AOKI BUNTED INTO AN OUT
tap
tap
THAT SAVES ME THE TROUBLE OF WORRYING ABOUT THE PITCH
JERSEY #14
Shirt
!
A BUNT?!
IF THEY FAIL TOO MANY BUNTS AND RESORT TO HITTING NORMALLY, IT'LL BE BAD FOR US
IF WE CAN GET AOKI OUT, I'M FINE WITH A RUNNER ON SECOND
AN INSIDE
pararara papara
SHOOT PITCH

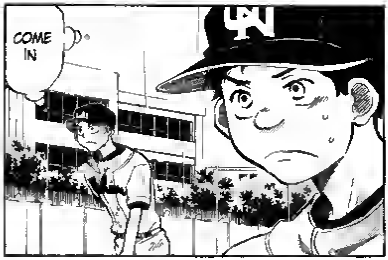
swoo
1
osh
lift
1
BAM
14
HUH?!


SFX: whiiir
SFX: clang
BETWEEN RIGHT AND CENTER!


SECOND!
SHINGO! KEEP GOING!
UGH!
sfx fwoosh
sfx step
SAFE!

SON OF A-!
HE FAKED A BUNT THEN BELTED ONE!
TOSEI


TAKE'S GETTING BETTER AND BETTER WITH HIS SWING.
GETTING THE OPTION OF WHETHER TO SWING OR BUNT IS SOMETHING ONLY OUR CLEANUP MAN GETS TO DO.
BUT IF IT'S TAKE, NOBODY WILL COMPLAIN


COME IN

ONE OUT, RUNNERS ON SECOND AND THIRD

COME IN

COME IN? WHAT FOR?

TIME!

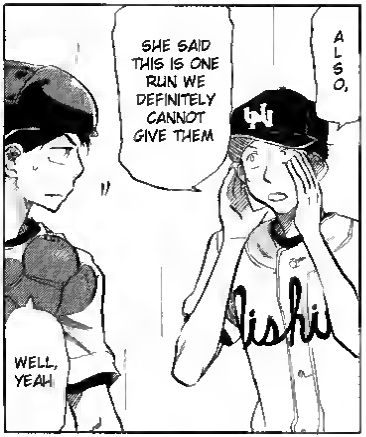
....

TIME OUT, PLEASE

COVER YOUR MOUTH WITH YOUR GLOVE.
point
clap
Nishi
Nishiura

THE FIFTH BATTER'S FAILED TWICE, SO YOU KNOW THEY'RE GONNA TRY FOR A SQUEEZE.
NEXT UP IS #5, RIGHT?
YOU ONLY HAVE TO COVER YOUR MOUTH WHEN YOU'RE SPEAKING.
SHOULD WE LET HIM GO TO FIRST?
OH, MOMO-KAN'S GOT SOME-THING?!
NI-SHI-HIRO-KUN
LAST TIME, BATTER #6 HIT ONE TO SHORT CENTER, SO LOADING THE BASES WOULD BE BAD.
COACH SAYS THEY'RE GOING FOR A SQUEEZE WITH THE FIFTH BATTER.
STEP
BOW

IN KAWAI'S LAST AT-BAT, MIHASHI THREW A "FASTBALL" AND HE POPPED IT UP FOR AN OUT.
SO, WE'RE GOING WITH THE "FASTBALL" PITCH!


ALSO,
SHE SAID THIS IS ONE RUN WE DEFINITELY CANNOT GIVE THEM
WELL, YEAH

UM THERE'S
EH?

A RUNNER ON THIRD!
Ohh.

LET'S DO IT!
Yeah!
10

THE HELL?!
twitch
stare

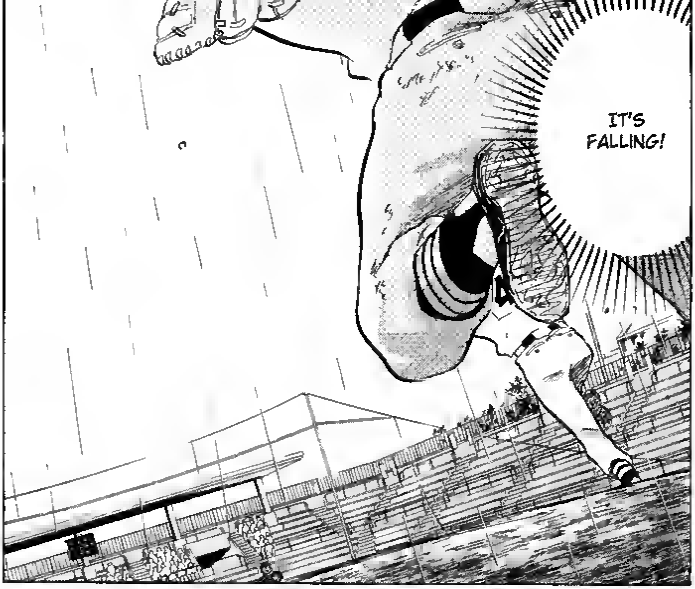
sfx grip

sfx swoosh
kachink
kachink

IF IT COMES TO ME, THROW TO HOME!
grip
LOOKS LIKE THEY'RE GONNA GO ON THE FIRST PITCH
FAST-BALL
lift

sfx: shff
GO!
HERE IT COMES!
sfx: dash
RIGHT, STAY COOL!
sfx: whoosh
whap

EITHER WAY, I HAVE TO HIT!
FAST-BALL?
sfx: badump
sfx clink
sfx flap
BUT THAT'LL WORK!
POPPED UP!


IT'S FALLING!

IF I CAN GET IT ON THE FIRST BOUNCE, THROW IT BACK HOME!
I WON'T MAKE IT IN TIME!
sfx whap
sfx step

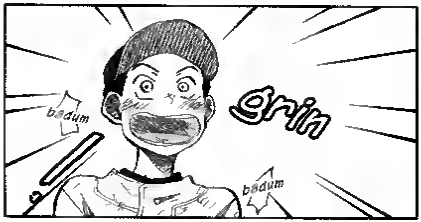
sfx fwish
sfx thud
sfx slide

SAFE!
sfx: bam
sfx: whoosh
sfx: whap
sfx: step
OUT!

ception YEAH!!
TOSEI
TOSEI
WE'RE TIED!
Stand up, rejoice and sing
AT LEAST WE'RE NOT FACING THE PRESSURE OF BEING BEHIND ANYMORE.
WE'RE GETTING OUR TRUE STRENGTH BACK WITH EACH PLAY.
cheers of pride
ONLY JUST GOTTEN TO THE 2ND RUN IN THE GAME.
Answer to the
TOSEI
BUT

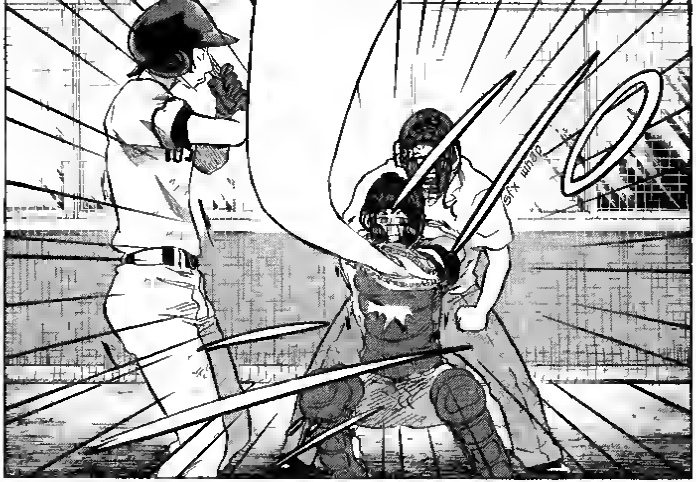
NOW WE HAVE TO HOLD 'EM
Raise your voices
FOR A TEAM THAT JUST STARTED UP THIS YEAR, THEY'RE REALLY A PAIN.
IF THERE WAS MORE SPEED ON THAT "FASTBALL" PITCH, THAT PROBABLY WOULD HAVE BECOME A GROUNDER
AT LEAST WE DID WHAT WE HAD TO DO TO GET THE SECOND OUT.
LET'S CHALLENGE THE BATTER!
TWO OUTS!
together as one.
I GOT GREED-Y.
TRYING TO GET TWO OUTS ON ONE PITCH ENDED UP WITH US GIVING UP A RUN.
STEP
STEP
UHH!

CHALLENGE THE BATTER!!
OOO OOH!
shock
jump

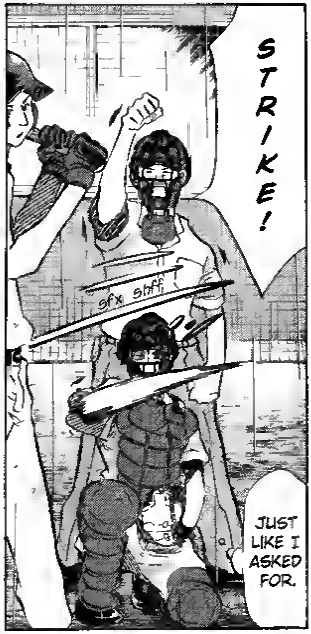

badum
grin
badum

ONE TO GO!
YEAH!! TWO OUTS!
badum
badum

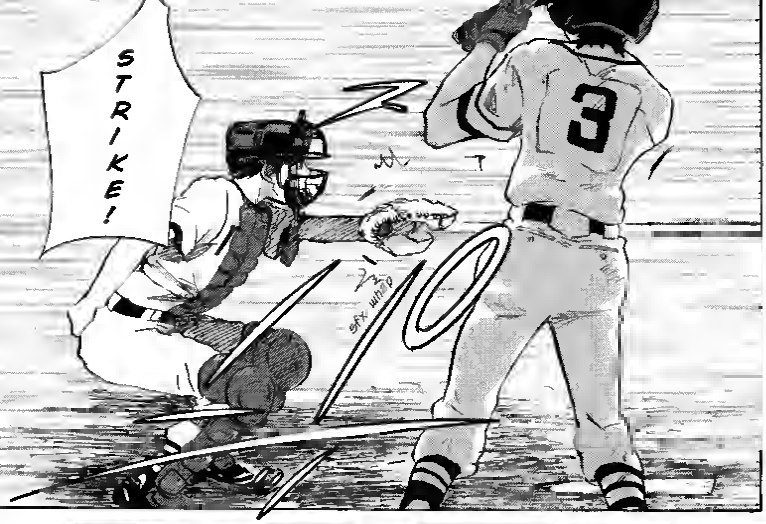
BRING IT ON!
HNN
GO TO CENTER!
MIHASHI'S PUMPED UP!
sfx: grip
A SHOOT PITCH TO THE INSIDE THAT DROPS IN FOR A STRIKE
tap tap
JERSEY #3
READY!
BATTING SIXTH, FIRST BASEMAN, MOTOYAMA-KUN.
CLIP
THE INSIDE CORNER
straighten
IN HIS PREVIOUS AT-BAT, MOTOYAMA DROPPED ONE IN FRONT OF CENTER


sfx whoo

A "FAST-BALL" HIGH AND ON THE INSIDE CORNER.
NEXT,
tap
tap


STRIKE!
sfx sniff
JUST LIKE I ASKED FOR.

A-NO-THER ONE ... ON THE IN-SIDE COR-NER.
sfx
1


STRIKE!
3
SFX: WHIP

I CAN'T HIT THAT THING?
SO, WHY IS IT THAT
FROM THE SIDE, IT JUST LOOKS LIKE A SLOW BALL.
THAT LOOKED LIKE THE STRAIGHT PITCH JUST NOW.
SNICK
CLICK
SNICK

IF WE CAN STAY AHEAD IN THE COUNT, I CAN GO A LOT EASIER WITH THE LEAD.
A SLIDER TO THE OUTSIDE THAT DROPS INTO THE STRIKE ZONE.
tap
tap
MORE THAN THE
STRIKE,
shuff
IT'S THE PLACE-MENT THAT MAT-TERS
IS HE GOING TO THROW HIS BEST PITCH ON THE THIRD BALL?
I HAVEN'T SEEN A CURVE YET THIS TIME
SQUEEZE
BARE-LY

sfx whoosh
IN!
Nishiura
sfx whap

STRIKE!
shk beam
THIS GUY IS REALLY SO...!
REN-REN IS SO AMA-ZING!
WOW!
I WANT TO WAVE MY "K" FLAG...
BUT THERE ARE ONLY THREE INNINGS LEFT!
YOU CAN'T HELP BUT BE SCARED!
NICE PITCH-ING!!
SO NOW IT'S TIED.
clap
clap
clap
clap
clap
clap

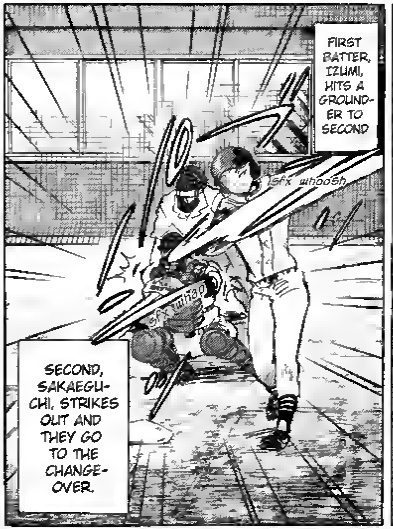
RENREN, NICE PITCHING!
WHAT ARE THOSE?
wave
wave
K
IT'S KIND OF EMBARRASSING.
BUT I MADE THEM, AFTER ALL!
turn
FINE, I'LL JUST WAVE THEM!
AH, WANT TO WAVE IT?
HAVE THIS ONE!
IS IT OKAY?
OH
IT'S A FLAG TO CHEER FOR THE STRIKEOUT
IF WE GET A STRIKEOUT, YOU WAVE IT?
HM?
ping
IT'S CUTE!
rustle
rustle
YEAH, I HAVE MORE!

SOME-ONE'S CALL-ING?
NO, IT'S A TEXT MES-SAGE
... OH, IT'S FROM RYUU.
OOH, RYUU-KUN!
HE'S STARTING AT MIHOSHI THIS YEAR, ISN'T HE?
WHO IS IT?
RURI-CHAN'S YOUNGER BROTH-ER
RYUU WENT TO CHEER FOR MIHO-SHI!
THE HIGH SCHOOL GAME?
YEAH, SINCE KANOU IS THERE
HE AD-MIRES HIM A LOT
KANOU IS PLAY-ING IN THE GAME!
OH, "KANOU" FROM ACROSS THE STREET
SHUU-CHAN, WAS IT?
CRACK!
YEAH ...
OH!

MIHOSHI HAS 3RD YEARS TOO, SO ISN'T THAT REALLY GOOD?
IS HE PLAYING AS PITCHER?
YEAH!
HE SAID KANOU'S PITCHING!
BOTH REN-REN
AND KANOU ARE REALLY AMAZING!
STRIKE!
SFX: whip
OH, GOSH!
WHILE WE WERE TALKING, REN STRUCK THEM OUT AGAIN!

AT THE TOP OF THE 7TH,
EIGHTH BATTER, MIHASHI STRIKES OUT.
NINTH, ABE, HITS ONE TO THE MIDDLE RIGHT FIELD
SFX clang

FINALLY, I CAN HIT HOW I LIKE.


FIRST BATTER, IZUMI, HITS A GROUNDER TO SECOND
SFX whoosh
SECOND, SAKAEGUCHI, STRIKES OUT AND THEY GO TO THE CHANGE-OVER.

ABE ALSO STEALS SECOND BASE TO GET ONE OUT WITH A RUNNER ON SECOND.
SFX slide

SSshhhhhhhhh

ABE-KUN IS GETTING READY.
I'LL GO WHEN HE'S DONE.

THIS IS GETTING BAD
Gaahhh!

natural reflex

IT LOOKS LIKE HE'S STILL OUT OF BREATH.
I GUESS IT'S ONLY NATURAL SINCE WE KEEP AIMING FOR THE VERY EDGE. IT TAKES A LOT OUT OF HIM...
HE KEEPS LISTENING TO MY ORDERS. BUT AT THE SAME TIME, IT'S DRAINING HIS ENERGY.
AS THE CATCHER, THERE'S HARDLY ANYTHING THAT
I CAN DO FOR MIHASHI!

IS HE FINISHED YET?
I WANT TO WIN.
I WANT HIM TO FEEL GOOD ABOUT HIMSELF.
L-LET'S ...
LET'S WIN!
!

I'M COUNTING ON YOU!
YEAH!
THREE INNINGS TO GO!

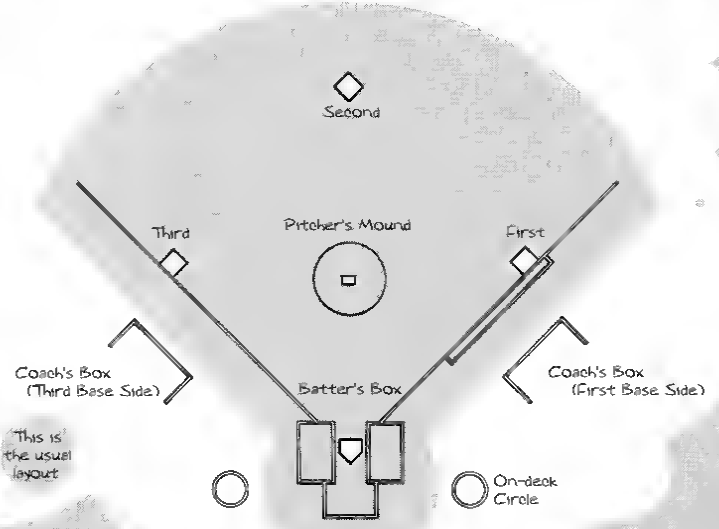
OKAY!
第13回／終わり

OMAKE

Hello, this is Higuchi. Volume 5 was a game, and all of volume 6 was about a game too. And I guess you could say it looks like volume 7 will be the Tosei game as well. So I'm going to talk about the things that the players are yelling. I'll try to explain a little. The first one that comes up a lot is this one.

It's "Lead, lead, lead." The one who says this is the base coach. The base coach is the person who stands in the coach's box and advises the runners on what to do.

There are two coach's boxes, one near first base and one near third base.



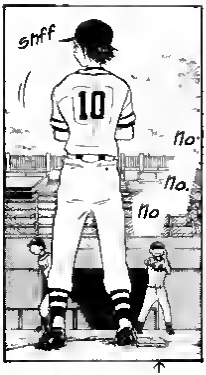
Nishihiro is in the box. He's kind of small in the pictures, but it's always Nishihiro there.

In high school baseball, players from the bench act as base coaches. These two are the ones standing in Tosei's coach's boxes. These two are third-year benchwarmers. The one by first base is Kurata. The one by third base is Takashima. As for Nishiura, the person at first base is the one who's farthest away from coming up in the batting order, excluding the catcher and pitcher. At third base, it's always Nishihiro.

This is a perfect example of "no no no." The two in the back look like they're dancing, but that's not the case.

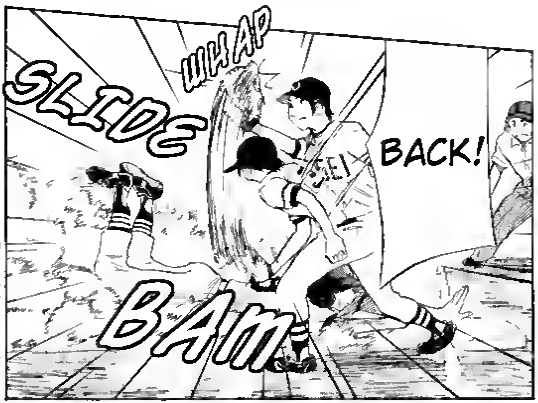
There's also this one.

The two dancing to the "no, no" are the shortstop and the runner on second, but the shortstop, who is waiting to receive the pitcher's pickoff throw, is standing behind the runner. The coach is telling the runner that the shortstop is further out and there's no pickoff throw coming.



He's small, but that's still Nishihiro.

If the shortstop goes towards second base, the coach yells "He's going for a pickoff!" or "He's throwing!" to tell the runner that a pickoff throw might be coming.



they say "Back." It means the runner should go back to the base.

At times when they try to pickoff at first base or at third base, the player who receives the pickoff throw is the first or third baseman. They go to the base in advance and wait to receive the pickoff throw. The coach keeps watch on the pitcher, and when the pickoff is thrown...

The base coach says this too. Like when the ball is thrown because of a pick-off, etc. Right now, they are calling out the position of the person who currently has the ball. That way, the runner knows where it is.

This is Mizutani (First Base Coach)

"Throw it back home" is also said from time to time.

The catcher is the one who shouts this. The pitcher is able to practice throwing from the mound, but the other fielders also throw the ball around to keep themselves in good condition.

In times when they have 3 throws or 1 throws, the catcher says "Throw it back" when there is only time for one more throw. Because they've executed the play, it means they should return the ball to the dugout.

That isn't a call, but this is. It's a motion the batter makes to say that he understands the coach's orders from the dugout.

In a more nuanced sense, it's like saying "I saw the sign."

Everyone grips the front of their helmets like this It's not like they're readjusting them, though

IT'S NO LAUGHING MATTER.

grip

This makes the same type of noise, but it's the sound made when gripping the ball

There's a version for the bat too

By the way, the logo for Tosei's cap isn't a "D" it's a "T" and an "S" joined together

TO
SE
Ta-dal

? Hmm? Um, well it's a design, okay?!

Well, then

ON TO VOLUME 1!

GO!